The Development of Ethnoscience-Based Virtual Reality (VR) of Jataka Relief of Borobudur Temple to Improve Students' Achievement and Motivation

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ABSTRACT

Classification of living things is often considered difficult for students to understand so that their motivation and learning outcomes are less than optimal. Presenting the Jataka reliefs from Borobudur Temple which tell stories about flora, fauna and the environment with an ethnoscience approach is one of solution. The aims of this research are: (1) To produce VR containing the ethnoscience content of the Jataka Relief of Borobudur Temple which is suitable for application in learning (2) Testing the practicality of the VR containing the ethnoscience content of the Jataka Relief of Borobudur Temple for use in learning.
The research was Research and Development (R&D). The development procedure used refers to the R&D model developed by Borg & Gall by limiting it to the main product revision step. In the process, the Focus Group Discussion (FGD) method was implemented. The instruments used are expert validation sheets and user response sheets. Expert assessments and user responses were analyzed descriptively qualitatively and quantitatively.
The results show: 1) the VR developed was declared "very suitable" for use in learning and has the potential to increase students' motivation and achievement, 2) the VR product developed was declared "very practical" is used in learning.

Kata Kunci: *Virtual Reality (VR), Ethnoscience, Jataka Relief of Borobudur Temple, Learning Achievement, Learning Motivation*