

# **Pengembangan Laboratorium Matematika Virtual Program Studi Pendidikan Matematika UNY**

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## **ABSTRACT**

In the pandemic era, it is important to provide flexible facilities that can be accessed online for students as well as society. Mathematics Education Department, Universitas Negeri Yogyakarta (UNY) has non-virtual Mathematics education laboratory, consequently it cannot be accessed from outside the laboratory. As a result, it is not easy for students to access and use learning resources available in the laboratory. Likewise with teachers and students in schools, they also do not easily access learning resources available in laboratories that have been developed/ provided by the Mathematical Education study program, UNY. In order to maximize the benefits of existing laboratories, this study aims to develop a virtual mathematics education laboratory. The development of a virtual mathematics learning laboratory will be carried out for 3 years. This research is a research development (RnD) with a 4D-Model development model which consists of the stages of Define, Design, Develop, and Disseminate. In 2020 the research activities focused on define, design and develop activities. In the first year, two prototypes of mathematics learning media based on the Role Playing Game (RPG) genre, were developed.

Kata Kunci: *Virtual Laboratory, RPG*