

# **Implementation and Development of Virtual Reality-Based Learning Applications to Increase the Effectiveness of Elementary School Level Online Learning**

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## **ABSTRACT**

The main problem faced by teachers both during the pandemic and post-pandemic is the interest and learning performance of elementary school students who are still not in line with expectations. This study aims to develop a learning management system based on virtual reality technology to increase the effectiveness of learning in elementary schools. This research is a design and development study. The subjects of this study were teachers and elementary school students. Data collection in this study was carried out through focus group discussions, interviews, observations and questionnaires. The data analysis technique used is the descriptive quantitative analysis and qualitative analysis through interactive analysis. The research findings indicate that the product developed can have a positive impact on both students and teachers. Students feel more motivated to participate in learning activities and learning feels more interesting. Students find it easier to understand the subject matter so it has an impact on mastery of the material and better learning outcomes. In addition, through this product, teachers can present learning efficiently, confidence in teaching will be better and the effectiveness of teaching activities will be better.

*Kata Kunci: Learning management system, virtual reality, elementary school*