# DEVELOPMENT OF A VIRTUAL REALITY-BASED LEARNING MEDIA IN TRADITIONAL FOOD PREFERENCE

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## ABSTRACT

Pandemic conditions force a person to reduce their activities outside the home. The activity of eating outside the home automatically becomes reduced and very limited. Routines that have a lot of time in the house can make you feel bored. One way to reduce boredom in the house is to see the scenery outside the house that can be done virtually. A person consuming food while looking at a different virtual scene will give a different sensation of eating. Restaurant view application in virtual reality will give a different taste to the food that is consumed. The use of Android-based applications aims to provide convenience so that applications can be used on mobile gadgets so that they are easy to use anywhere. This research is a special R&D research for virtual reality learning introduced by Pantelidis through a 10-stage model. The VR Restaurant is made to have 5 different restaurant views, namely a traditional restaurant, a garden restaurant, and a millennial restaurant that represents the atmosphere of the daytime, as well as a modern restaurant and street food restaurant that represents a restaurant atmosphere at night.

Kata Kunci: *virtual reality, learning media, restaurant, food preference*