User Experience Analysis of Virtual Reality - Based Boeing 737 Airplane Simulator

by Herman Dwi Surjono, Ponco Walipranoto, Akhsin Nurlayli, Sigit Pambudi, Danarkorn Nincarean

ABSTRACT

Associated with technological development, especially in information technology that facilitates humans in delivering helpful information excellently, Virtual Reality (VR) is a form of development in media technology. VR becomes an alternative since it will present an interactive message by providing an immersive environment as a user attraction. With VR technology, we developed the Boeing 737 simulator focusing on yoke steering and Prepare3D software. The software can display visual engineering and when a user is in the original aircraft cockpit. Instrument button and instrument panel interactions were created precisely authentic. Users can feel the sensation of flying by watching through the monitor layer. This research investigated the user experience assessment on numerous Virtual Reality parts by distinguishing qualities of the experience. The data gathered both quantitative and qualitative to cover a broad scope of experience attributes. We applied usability testing, questionnaire, and semi-organized meeting as strategies to observe user's acts and gather data regarding the assessment part. With the 66 participants, the results show that the users satisfied with using the simulator.

Kata Kunci: *virtual reality, boeing 737, simulator, airplane*