

# THE DEVELOPMENT OF EDUCATIONAL MEDIA BASED ON VIRTUAL REALITY ON COMBUSTION ENGINE MECHANICAL TECHNOLOGY

by **Sutiman, Moch Solikin, Afri Yudiantoko, Aan Yudianto, I Wayan Adiyasa.**

## ABSTRACT

The aims of this international collaboration research is to develop the educational media for combustion engine technology based on virtual reality. There are several advantages that students and also lecturers will gain by having this educational media especially this can improve the quality of teaching and learning process and ultimately could improve the quality of graduates. This research uses ADDIE model as a research method to develop this educational media. ADDIE is a model that consists of Analysis phase, Design phase, Development phase, Implementation phase, and Evaluation phase. The Analysis phase will concern to analyze the needs to develop the educational media. The Design phases is designing process based on the needs. The Development phases is conducted to ask the experts related to the design that have already made. After that, the Implementation phase will try the product to get feedbacks from users. Ultimately, the Evaluation phase will make the final product based on the evaluation from several feedbacks. Those phases are integrated each other during the research process so that the produce will be feasible and valid to be used in educational context.

The progress of this research in this moment is at the end of the design phase. The steps of this research that have already done are the analysis phase and the design phase.

Kata Kunci: *Virtual reality, Educational media, ADDIE model.*