

DEVELOPMENT OF VIRTUAL REALITY BASED ARCHERY TECHNIQUE AND CONCENTRATION TRAINING MEDIA

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ABSTRACT

Training media is a tool for the training process. Archery is one of the sports achievements included in the National Sports Grand Design (DBON) in Indonesia. To get high score accuracy in archery, technique and concentration factors are fundamental requirements. Virtual Reality is a new breakthrough, especially touching on the technical and concentration aspects of archery. This research aims to develop the development of Virtual Reality-based archery technique and concentration therapy training media. With research and development design (Research and Development). This research and development uses the ADDIE (Analysis: Design-Develop-Implement-Evaluate) model. Because this model is structured programmatically with a systematic sequence in problem solving efforts that suit the needs and characteristics of the development of Virtual Reality-based archery technique and concentration training media models. Outcome targets: Virtual Reality-based archery concentration and technical training media products, publication of articles with accepted status in national journals. The availability of technology makes archery training methods more focused. Virtual Reality works on real objects which are converted into more interesting 3D animation forms. The advantage of this technology is that users can see directly the combination of the real world and the visual world in the same place.

Kata Kunci: *Archery, Virtual, Reality, Technique, Concentration*