DEVELOPMENT OF 3D VIRTUAL STORYBOARD REALITY MEDIA PROPOTYPE HISTORY OF INDONESIAN CULTURE BASED ON ANDROID

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ABSTRACT

The rapid development of technology and information in the Industrial Revolution5.0 encourages the readiness of educational institutions to develop interactive and interesting learning media. Such efforts led to intense competition of technology products at regional and even international levels. Historical learning media that is considered ancient and boring makes students unmotivated in getting knowledge and materials about Indonesian history.

This research aims to develop a 3-dimensional interactive media *Virtual Storyboard Reality* (VSR) of Indonesian cultural history that provides an overview of the material visually from various sides. Student knowledge about cultural outcomes, especially in Javanese culture, is now less preferred. The development of VSR-based museums is important in an effort to increase student knowledge, especially in Indonesian cultural history courses.

The target of this research is the creation of a Virtual *Storyboard Reality* media of Indonesian cultural history based on android complete with a usage guidebook to improve the learning achievement of Indonesian cultural history courses that can be accessed by students and lecturers directly and at any time. Methods of product validation by media experts, and user tests. Cooperation involving partners of PT. Techno Radiance Indonesia to support media construction operations and provide facilities in product marketing.

Results show that:1) product feasibility on the assessment of developed media experts reaches a feasibility index with a value of 3.88(feasible);2) product feasibility on expert assessment of developed material achieve a feasibility index with a value of 4.09(worthy);3) while the results of product evaluation with user rating with a value of 4.24 (very feasible). So that the 3D storyboard virtual reality product of Javanese cultural history is worth using and disseminating for the learning and strengthening of Indonesia's colonial history.

Kata Kunci: *virtual storyboardreality, history, culture, java*