

DEVELOPMENT OF VIRTUAL REALITY-BASED MULTICULTURAL EDUCATION MODEL FOR STRENGTHENING ATTITUDES OF TOLERANCE IN DIVERSITY

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ABSTRACT

This research is a research and development (Research and Development). The subjects of this study were students at several universities in the Special Region of Yogyakarta, namely Yogyakarta State University, Ahmad Dahlan University, and PGRI University Yogyakarta. There are two types of data needed in this development research, namely qualitative data and quantitative data. Qualitative data includes data from the design of learning models, learning model assessment instruments, validation of learning model assessment instruments and data analysis of learning model validation. Quantitative data was obtained from questionnaire data for the assessment of the Virtual Reality (VR) based learning model by media experts, material experts and learning outcomes tests and student assessment sheets. Meanwhile, to collect data, there are several methods used, namely observation, questionnaires and tests. The objectives of this development research are: 1) to develop a VR-based multicultural education learning model; 2) measuring the implementation of VR-based multicultural education learning models to strengthen tolerance in the frame of diversity.

Kata Kunci: *multicultural education, virtual reality, tolerance, diversity*