Historical Comics 360?based on Virtual Reality to Improve the 21st Century Skills of Vocational School Students

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ABSTRACT

The achievement of history learning objectives in a comprehensive manner has not been optimal due to the limited learning media used by the teacher. It is necessary to develop learning media to optimize history learning in a comprehensive manner. The purpose of this research is to produce historical comic media 360° based on Virtual Reality to improve 21st century skills of SMK students. The method used is the R&D 4D model which is modified to be preliminary; initial planning and development; preliminary trials and main trials; and implementation or field operational trials. The research subjects involved 10 media experts and 10 educational practitioners. Data collection techniques using FGD, questionnaires, documents, observations, and interviews. The validity and reliability of the questionnaire instrument uses expert validation. The validity of qualitative data was validated by informant review models and data triangulation. Quantitative data analysis was carried out descriptively, while qualitative data analysis used an interactive model. The results of the research show the level of importancehistorical comic media 360°based on Virtual Reality to improve 21st Century skills of SMK students is very important and necessary with an average score of 4.40. This assessment consists of four components, namely historical education and educational technology experts, school supervisors, school principals, and history teachers so that development is very important to do to improve the 21st century skills of SMK students.

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