

USING VR TECHNOLOGY TO TRAIN UNIVERSITY STUDENTS IN JOB INTERVIEW ESSENTIALS

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ABSTRACT

This study aims to develop a job interview training tool using Virtual Reality (VR), designed to help fresh graduates improve their public speaking skills, specifically in the context of job interviews. This initiative is motivated by the high unemployment rate in Indonesia, especially among the productive age group, largely due to the lack of skills among job seekers. The research was conducted using the design thinking method, consisting of five stages: empathize, define, ideate, prototype, and test. The empathize stage involved surveys and in-depth interviews with fresh graduates to understand their problems in facing job interviews. The define stage used an affinity diagram to identify the main issues faced by the target users. In the ideate stage, solutions were developed and prioritized using the Impact-Effort Matrix. Prototyping involved creating a realistic VR environment, developing virtual interviewer characters, developing a user interface (UI), integrating voice, and user flow. The testing stage was conducted to measure product usability using the System Usability Scale (SUS). The research results showed that the developed VR product, named "VR Interview," successfully improved the readiness and confidence of fresh graduates in facing job interviews. This product received a SUS evaluation score of over 70, indicating a "Good" category in terms of usability. As a recommendation, further research could explore specifications of job interview types according to the field of work, features for CV analysis, and analysis and suggestions for answers in job interviews.

Kata Kunci: *public speaking, interview, virtual reality, fresh graduate, design thinking, usability*