

ABSTRACT

VIRTUAL REALITY FOR INTRODUCING DONORS AS EDUCATIONAL MEDIA (A Case Study at Blood Transfusion Unit of Indonesian Red Cross in Bandar Lampung City)

By

Diana Rika Herdianto

dianarikaherdianto@gmail.com

The problem statement of this study was that the manager of the Blood Transfusion Unit of Indonesian Red Cross in Bandar Lampung City had a limitation in delivering information for the donors so that they had difficulties in receiving information about the processes and conditions of blood donation. To solve this problem, a technology that was able to present information about the processes and conditions of blood donation should be designed in an innovative way. The virtual reality technology was designed to bring information about the processes of blood donation and the requirements for blood donors with interesting virtual objects. The objective of this study was designing and developing an application to facilitate the users to know the processes of the blood donation and requirements for blood donations.

The system development method used in this study was MDLC (Multimedia Development Life Cycle). The phases used in this study were planning, designing, collecting materials, manufacturing, testing and distributing.

The result of this study was that the virtual reality technology facilitated the users to know about the processes of blood donation and requirements for blood donor. The information in the application was provided in an interesting way. This software was in the form of the android-based technology that was able to be accessed online so that the users were able to access anytime and anywhere. The subject of this study was the Indonesian Red Cross volunteers and the general public who wanted to know the processes of blood donation and requirements for blood donor.

Keywords: *Virtual Reality, Donor, MDLC.*