

## ABSTRACT

# VIRTUAL REALITY APPLICATION AS CAMPUS INFORMATION MEDIA INSTITUTE OF INFORMATICS AND BUSINESS DARMAJAYA BASED ON ANDROID

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Research raises about applications that can facilitate high school students. Equivalent in recognizing the Darmajaya IIB campus. This Virtual Reality application is also expected to provide information about the Darmajaya Informatics and Business Institute Campus. Because the research was interested in improving the quality of the campus and as a medium of information for new students. This research used innovations that use tools or software named VR (Virtual Reality). This study used an application developer tool, namely Unity to be able to run the application, and also to support the application in this research. The expected goal

of this study was to be able to help and introduce high school students/students to the Darmajaya Informatics and Business Institute campus. The object of this research was a Virtual Reality Application. This research used the Multimedia Model Development Life Cycle (MDLC) model in which there were concepts, planning, collection of materials, manufacturing, testing, and distribution where the six components were used to fulfill the creation of an android-based Virtual Reality application. The result could help to provide information on building descriptions, rooms, and facilities that are very good based on what has been obtained, and also could help new students to more familiar with the IIB Darmajaya campus.

**Keywords:** Virtual Reality, Unity, MDLC, Mobile, Android.

