

ABSTRACT

Interactive Multimedia Application is a Learning application that is used to help visitors to the geological museum in increasing their understanding of the material that has been given outside the geological museum. However, in the ongoing process there are several problems, among others, during a pandemic like this many visitors cannot come directly to the geological museum. On the other hand, the West Java Education Office has provided solutions to these problems by holding webinars or collection talks. In which it discusses material related to the geological museum, but many feel that they do not understand the science given. Based on these problems, an application was built that helps visitors to understand more and can learn outside the geology museum easily. This application is built using the prototype method, built using unity and blender. Testing this application using the black-box testing method and the test results prove that this application has provided a solution to the problem. Interactive Multimedia Applications can help overcome the problems of museum visitors in a more interactive Learning media.

Keyword in English: Interactive Multimedia, Learning Media.