ABSTRACT

Nowadays student are complaining the online system for education with dull and tiring. So that student who join the online class only joining for few minutes and then leaves the online class or not focusing for online class. It happen because the platform for online class are look alike from the interface.

With that problems, the solution is create an application for this like virtual classroom. The game are create using Unity 3D. This game make the student to feeling the classroom like real experience, where the student can communicate with other student, interaction with object in classroom, and can roaming in classroom.

In this final project, virtual classroom using Steam Server for the connectivity. Based on the trials, virtual classroom can accommodate at least 15 peoples simultaneously. Log activity ratio is 100% on presence log, 100% on chat log, 100% on focus mode log, and 50% for quitting game log. For the quitting game, there are one bug that causing only the first user that quitting the game is the only user that recorded in log activity for quitting game. For the focus mode, all the users can use the focus mode.

Keywords*: Game, Virtual Classroom, Unity 3D*