ABSTRACT

In the face of pandemic conditions it is necessary to do various ways so that activities can still be carried out, one of which is by utilizing technology. Learning activities carried out online require new innovations by following increasingly advanced technological developments. The use of virtual reality has become a new innovation in learning activities, one of which is used in learning human organs using website-based online learning methods.

In the final project research entitled "Virtual Reality-Based Applications to Support the Learning Process of Human Organs" is an alternative media to assist in learning. The Virtual Reality device used is the Oculus Quest. This application development uses Unity3D software. The research was conducted using the blender application as a model design in the form of human organs in 3D. The design is then continued with importing data into Azure and Unity as platforms that are used to be able to view virtual reality views using the website. Data from unity will be sent to github to store and host azure static web apps. After hosting on github it will generate a website link, the website itself functions as to load information on the results of data on human organs using the online learning method, then use Virtual Reality to activate Virtual Reality mode.

The results showed that the design and implementation of the tool worked well. The results of the test using 3 different time conditions, namely morning, afternoon and evening. Each test for certain time conditions performs 5 tests with 30 clicks on the website. The test results prove that in the morning there is a small delay and a large throughput value because the data transmission time is not during peak hours.

Keywords: Online learning, Quality of Service, Virtual Reality