

## **ABSTRACT**

*This research is the development of a virtual campus tour simulation that aims to make it easier for prospective students who are outside the city or abroad from the campus to visit and see the campus environment, seeing the current conditions that are still in the COVID-19 pandemic situation which requires everyone to carry out activities independently. online is a limitation for the community, especially prospective students to tour campus directly. The development of the Virtual Campus Tour Simulation is currently limited to the Telkom University area.*

*Virtual Campus Tour Simulation was developed in the form of a Video Game that has first person view gameplay, with 3D objects such as buildings, facilities, and properties adding a more real atmosphere when playing the simulation. All 3D objects are included in one main Game Map which is used as a place for the Virtual Campus Tour simulation to run. In this simulation there are also Non-Playable Character (NPC) Pedestrians or pedestrians. This NPC will make the virtual campus tour simulation atmosphere feel lively and similar to the original atmosphere of the Telkom University campus.*

*This simulation was developed by creating 3D objects from buildings and facilities within the Telkom University campus area. In this simulation, there are pedestrian NPCs that enliven the Telkom University area in the simulation. This simulation test was taken from a sample of 56 questionnaire respondents aged 16 to 19 years to assess the feasibility of a Virtual Campus Tour simulation. As many as 96.4% of respondents agree that this simulation can provide information about the location and shape of buildings or facilities on the Telkom University campus and 85.7% of respondents agree that this simulation makes respondents interested in Telkom University.*

**Keywords:** *Simulation. Campus Virtual Tour, Non-Player Character (NPC), 3D Object, Game Map*