

ABSTRACT

PT. Angkasa Pura II (Persero) has a division, namely the Adjacent Business Division which manages a website with the aim of improving the company's business position. The website markets digital products, one of which is a static map, in introducing the products of the Adjacent Business Division unit, conveying information orally and photo media. This makes the delivery of information less good in the description. With the construction of a WebGL-based 3D virtual tour, it can be used as a promotional media and convey information on the locations of static maps as well as information on static map products. The development of a WebGL-based 3D virtual tour application using the MDLC (Multimedia Development Life Cycle) method consists of five stages, namely initialization, blueprint design, assets preparation, product development, testing and validation. To find out the application is running well, testing is carried out using the black box testing method with the functional testing method testing the functionality and SUS (System Usability Scale) testing the usability of the application. From the results of the tests carried out by the virtual tour, it got 80 points using the usability scale (SUS) system test from 20 respondents, the virtual tour was in grade B and the adjective rating was in the Good position. And black box testing gives the expected results with the application and functionality running smoothly.

Keywords: Angkasa Pura II(Persero),MDLC,Black Box,SUS