

## ABSTRACT

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*The world of fisheries and marine Indonesia has vast waters. Therefore, this field is one of the primary keys to the Indonesian economy. But unfortunately, many problems occur in human resources due to a lack of understanding of this field, one of which is the lack of information obtained because it is too difficult to understand. Therefore, learning technology can help solve problems in the fisheries and marine sectors. Creating a Virtual Learning application can help solve difficult-to-understand learning problems. This application allows students to understand the material using modern technologies such as gamification, virtual reality, and augmented reality. This application product also helps visualize learning well using visual 3D objects so that they can visually understand the material. This Virtual Learning process uses the Design Thinking method, and application technology is made using Unity software. Various platforms are generated from this project, such as PC and Android. Validation testing is one of the steps to measure product feasibility using NPS (Net Promoter Score). From the test results, the virtual learning creation product can help fisheries and marine science learning.*

*Keywords: Unity, 3D Object, Virtual Learning*