

## **ABSTRACT**

The pandemic conditions that occur cause the learning system to be limited to the declining interest of vocational students, cadets, and students, especially fisheries and marine majors, resulting in many students who feel they have no job prospects when they go into the field, therefore a project design is carried out which has the aim of being an alternative for practicum implementation that utilizes 3-dimensional technology, using the MDLC method to create applications that are expected to meet user needs, Unity as a basic program in designing virtual-based learning applications where users get audio and visual access. In the implementation of Telkom MBKM, it is divided into three, namely: Virtual Based Learning, Smarteye Convention Center, and also Blue Economic Network. In the implementation of the project, the Unity application is used for application development, which is a software for game development that can be developed into various platforms, software such as miro, canva, and figma are also used to assist in discussion and design. Virtual learning has great potential to be an alternative to learning using conventional methods, the VBL project is expected to continue in the future with better expectations, validate the material, improve a better user experience for users, and of course help users to understand more about digital learning.

Keywords: Virtual Based Learning, Multimedia, 3 Dimensions