

ABSTRACT

WGS Group and Telkom University have signed an MOU to connect the needs of the technology industry and academic curriculum by providing internship opportunities for Telkom University students. Together with Techpolitan Indonesia Persada, they are committed to creating a metaverse-based B2B platform. Techpolitan Indonesia Persada needed an Android-based metaverse product that could allow users to perform various real-world activities virtually. The development of the Techpolverse application uses the Rapid Game Development Model (RGDM) method which consists of Pre-Production, Production, and Product Launch stages. The Techpolverse application was tested using the black box method to test the functionality of the applied features, as well as using a questionnaire by applying the SUS (System Usability Scale) testing method to test the usability level of the application on 20 respondents. Based on the results of black box testing, the overall functionality of the Techpolverse application runs well but there are still some bugs and features that run inappropriately so that further improvements are needed. In addition, the level of usability obtained reached a score of 69 and received grade B. These results show that the Techpolverse application has a good level of usability.

Keywords: Unity, Virtual Interaction, Metaverse, RGDM