

ABSTRACT

This final project is motivated by the COVID-19 pandemic, which affects one aspect of society, namely education. The impact of this pandemic has led to a shift from face-to-face learning to online learning using video conferencing platforms. In video conferencing platforms, interactions are primarily based on video and audio communication. The objective of this final project is to enhance interaction among the academic community of Telkom University when learning is conducted online. This project utilizes a quantitative method. Data is collected through interviews and user testing with 8 respondents, consisting of 4 students and 4 faculty members for the interviews, and 31 respondents, consisting of 28 students and 3 faculty members for the user testing. Additionally, this project implements an application, where the developed application incorporates concepts of geolocation, Virtual Reality, and Augmented Reality. It can be concluded that 91.30% of users strongly agree or agree that the TelU Verse application is a learning medium that can enhance interaction among the academic community of Telkom University, especially when learning is conducted online.

Keywords: Metaverse, Augmented Reality, Virtual Reality, Telkom University