

ABSTRACT

The results of this research will contribute to overcoming the problem of public misconceptions related to electric cars. In the future, this application is expected to be a source of information for people from various circles. In addition, through the method of work contained in the report, it can provide information about the development of interactive multimedia applications as an effective medium for conveying information or complex topics to various groups, such as this electric car topic. From the survey data that the author has collected for several days, it is concluded that 100% of the respondents know about electric cars by themselves.

Keywords: interactive multimedia application, electric car, 3D Blender, Unity, public understanding