

ABSTRACT

Metaverse is a digital concept that combines several technologies such as social media, game applications, Augmented Reality, and Virtual Reality into one integrated entity. Metaverse itself was built to create interaction and a virtual environment in real-time and connected to the whole world. The Digital Development Division of PT. Bank Negara Indonesia created a group that aims to carry out research and development. This project involves students who are doing internships at PT. Bank Negara Indonesia to create and design the metaverse. The manufacturing process requires a lot of systems and assets, therefore the interns are given the task of creating assets and systems for the metaverse. One of the systems needed to create this metaverse is a controller, addressable, and a loading screen. In the process of creating this metaverse using agile methods that prioritize technical excellence when developing software, as well as the applications needed to create the systems needed for the metaverse are Unity software, Visual Studio, and AWS WEB3. The results obtained from making this system are the controller as a character driving device, addressable as an efficient resource management technology, and a loading screen as the front view when addressable is processing.

Keywords: Metaverse, Addressable, Controller, Loading Screen