ABSTRACT

Telecommunication Electronics is one of the subjects in the D3 Telecommunication Technology study program, carrying a weight of 3 credit hours. According to a survey conducted, 88.6% of the 35 students who have taken this course stated that they found oscillator materials the most challenging to understand. Consequently, students taking this course receive unsatisfactory grades, which impacts their GPA and course completion.

The teaching methods employed by instructors to cater to students' learning needs have been found to be less effective due to reliance on conventional approaches. Improving the quality and effectiveness of learning can be achieved by selecting appropriate instructional media that align with the course material's characteristics, such as interactive learning media. In this Final Project, an interactive learning media for oscillators in the Telecommunication Electronics course was developed using Unity and Microsoft Visual Studio.

The outcome of this Final Project is an interactive learning application for oscillators. Out of 35 respondents, 24 stated that this application significantly helps students in their self-learning process.

Keywords: *interactive learning media, oscillators, Telecommunication Electronics, Unity, Microsoft Visual Studio*