ABSTRACT

Many companies are harnessing technology by developing the metaverse, and one of them is Bank Negara Indonesia. Bank Negara Indonesia is developing it in the form of BNI Multiplatform, which will later be used to enhance facilities and services for its customers. Within this BNI Multiplatform, features such as movement character click mouse and addressables unity are provided, making it easier for users to interact. The movement character click mouse is used for control within the BNI Multiplatform, where characters can move according to the clicked area. Addressables unity is used for automated loading of assets used within BNI Multiplatform. The method used for creating this movement character click mouse and addressables unity involves stages: research, implementation, testing, and the final stage, deployment. The results of creating the movement character click mouse and addressables unity will be integrated into the BNI Multiplatform branch.

Keywords: Metaverse, BNI Multiplatform, Movement Character, Addressables.