

ABSTRACT

Project Based Learning (PBL) is one of the assessments in the Main Performance Indicators (KPI) of Higher Education. Higher Education KPIs are outcomes of the achievement of Good University Governance. Project Based Learning at the Polytechnic has problems in its implementation. These problems include the lack of competence and knowledge of students when involved in a project, limited time and practicum tools and high security risks related to practicum in the security field. Because Polytechnic education is more practicum than theory, it requires a learning media that is immersive (real) as well as doing practicum. Therefore, the use of Virtual Reality as a learning media is expected to overcome the problems that occur in Project Based Learning (PBL). For this reason, research was conducted related to the application of Virtual Reality in Project Based Learning (PBL) learning as an effort to improve student performance in Politenik education. This research uses qualitative research with an action research approach. In this study measured how performance before and after using Virtual Reality in learning and also examined what the benefits of Virtual Reality in Project Based Learning learning.

Keyword : Virtual Reality, Project Based Learning, Performance, Polytechnic Education