ABSTRACT

PT Telekomunikasi Indonesia (Telkom), as one of the largest telecommunications companies in Indonesia, requires an interactive and immersive Internet of Things (IoT) training application to prepare employees for implementing IoT technology. The author, together with the development team, designed and developed a Virtual Reality-based IoT Training application for Telkom. Virtual Reality (VR) technology was chosen because it offers an ideal solution by providing a realistic and engaging learning environment. The development of this application utilized the Agile method due to its speed and flexibility, allowing for adaptation to changing needs and producing a high-quality VR application in a short time. The author participated in the development of the VR-based IoT training application in the preparation and planning of IoT devices. The developed features successfully passed black box testing. The Virtual Reality-based IoT Training application has been presented to the client, received feedback, and was handed over along with the Minutes of Handover (BAST).

Keywords: Internet of Things, Virtual Reality, Agile.