



Ruang Kurban App: As a virtual reality (VR) Qurban of Simulation Application in Children's Learning Media

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Abstract. The development of a technological progress that is so very fast from ancient times until now, cannot be simply rejected, ranging from agriculture, social, culture to education which really helps all human activities become more efficient, one of the developments of this technological progress in the field of education is making innovations in the field of education, interactions become more diverse, such as where one of them is Virtual Reality (VR) technology in the form of applications on smartphones. The purpose of this research is to help the progress of education with the application of a sacrifice simulation that will be made as a learning medium for children. The research method that we use in our journal is a qualitative method, the results of this study make the application of qurban simulation to increase children's interest in learning in religious matters, namely understanding qurbani in a more different way. The main concept in this application is to present virtual reality regarding the simulation of sacrifices as a medium for children's learning. In the conclusion of this study, therefore with this application, virtual reality sacrifice applications can be made as children's learning media and help teachers in each school to teach and with this application children can feel directly in the form of virtual reality.

Keywords: Qurban of simulation, application, Virtual Reality (VR), design

1. Introduction

Along with the increasing variety of ways children learn to understand all the lessons delivered by teachers and the increasingly advanced state of education, the public education system for teachers or children must adapt to current technological advances. Improving this can improve the quality of children's ways of thinking when studying. Therefore, special attention is needed from the teacher or other teaching staff to prepare for the fulfilment of maximum facilities and services as a way of learning, such as utilizing virtual reality technology [1-3]. The use of Virtual Reality (VR) technology in the world of education and training is one example of the use of ICT and is an evolution of Computer-Assisted Instruction (CAI) or Computer-based Training (CBT) which offers a more natural, attractive and immersive interaction showing that VR is a creative learning medium of the future [4-5]. In

addition, the technology of VR devices and smart phones where VR applications can be run is quite varied and affordable enough in the market to allow students to use them personally [6-8]. It also provides flexibility for students to focus more on studying and repeating learning materials.

In the study of the education study program at the University of Indonesia Education, overall, the research proves that there are differences in analytical skills in the aspects of distinguishing, organizing, and attributing between students who use Virtual Reality media and those who use presentation media in science subjects on material about the Solar System at State Junior High Schools [9-10]. 22 Bandung, and in our ingestion the use of VR technology that focuses on religious matters, namely how to learn qurban that will be carried out through VR.

Problems in learning the practice of qurban which are often experienced experience less than optimal learning, with this the aim of this research is to help the progress of education with the application of qurban simulation which will be made as a medium for children's learning. The research method used qualitative methods, the results of this study make the application of qurban simulation to increase children's interest in learning in religious matters, namely understanding qurban in a more different way. The phenomenon of the development of the practice of sacrificial worship from year to year has increased and eased in its implementation, due to the development of increasingly sophisticated science and technology (IPTEK) [11-13]. One of the results of the development of science and technology that plays a very important role in the implementation of sacrificial worship is the internet [14]. The existence of the internet is very necessary because people's needs for easy access and services always want to be fulfilled, therefore it then causes the practice of internet-based qurban worship which is currently known as online qurbani.

2. Method

The research method used in this research is descriptive analysis using a qualitative approach to convey the research design. where the data compiled is obtained from case studies examples of school children who are actively learning how the child is less than optimal in capturing his lessons, so in learning to use virtual reality there is an illustration of how children learn to directly interact with what they are learning aimed at maximizing how to learn from before. In designing the application, we use the blender software and the android studio application with the method of developing a prototyping system and making vr [15]. The development method requires interactive communication from the user. Therefore, it can be assumed that users can provide more input so that a good application prototype with complete specifications will be produced.

3. Results and Discussion

3.1. Early prototype development

In the early stages of prototyping, the developer designs the front page of the sacrificial space application (see Figure 1). The home screen contains the sacrificial hall logo and the app slogan.

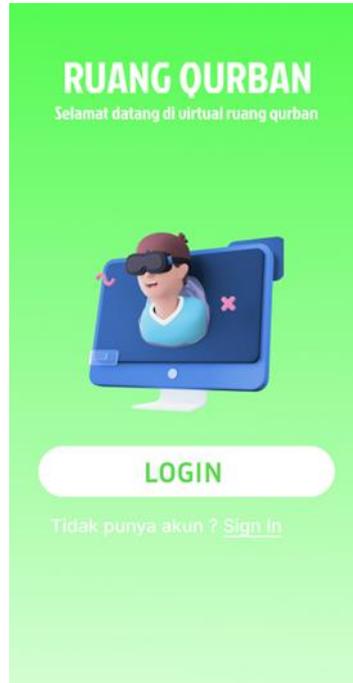


Figure 1. initial view of the Ruang Kurban App

Figure 1 shows the start page of the Pandawa application before the user enters the main page. From the sign in the login box for those who already have an account for the qurban room application and under the login box there is a sign up for those who don't have an account for the qurban room application. The main page of the qurban room application is shown in Figure 2. with a green visual identity that makes the application an Islamic color green, any student and teaching staff can access this application comfortably, for the needs of each use it is served with a simple and simple display.



Figure 2. The main page of the Ruang Kurban App

On this main page, a choice of two roles will be displayed for you in using the application. The two roles are student and teacher. when students access it, they can feel for the first time to learn qurban through interaction media, just as teachers can monitor a student who is accessing the application, anyone who accesses to learn in the application can use it at any time.

3.2. Testing the Prototype

After the initial prototype has been successfully created, as an initial stage of discussion from the developer to the user, prototype testing is carried out to test the initial prototype that has been made in the previous stage, namely the learning media for the application of qurbani simulation to children. The explanation of prototype testing is in Figure 3.



Figure 3. The virtual reality page of the Ruang Kurban App

Figure 3 shows the virtual reality page of the victim. This page will contain a simulation of the sacrificial animal which is displayed in 3-dimensional form. In making the image realistic, virtual reality glasses are needed in order to get a realistic experience. whether or not how to learn interactively about qurban, but by learning other content such as zakat, the law of reading that has a relationship with the qurban. the icon layouts used are already well-established.

As a result of the discussion from this study, the application of the qurban room is expected to be a good learning aid, with benefits as an innovation in learning qurban for the advancement of education, which can affect the progress of learning for everyone, especially the child by applying it in a family or school learning environment.

4. Conclusion

The Qurban Room application is designed to be a learning medium for children in producing a more realistic experience in virtual reality (VR) technology with the presence of the Qurban room application to increase children's interest in learning. In this application there is information about real sacrifices.

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