

# **PENGEMBANGAN VIRTUAL TOUR PANORAMA 360 PADA MUSEUM BULELENG**

**Oleh**

**Syachrul Aqmal,Nim.1815051029**

**Program Studi Pendidikan Teknik Informatika**

**Jurusan Teknik Informatika**

**Fakultas Teknik dan Kejuruan**

**Universitas Pendidikan Ganesha**

**Singaraja**

**Email: [syachrul@undiksha.ac.id](mailto:syachrul@undiksha.ac.id)**

Untuk memperkenalkan Museum Buleleng melalui virtual tour dan mempelajari bagaimana membangun sebuah virtual tour, penelitian ini akan mengembangkan sebuah aplikasi virtual tour. Model arus terjun yang terdiri dari lima tahapan dimulai dari analisis kebutuhan, desain sistem dan perangkat lunak, implementasi, integrasi serta pengujian sistem. Penelitian ini menggunakan metode SDLC (Software Development Life Cycle). 30 subjek merupakan populasi penelitian. Sebelum melakukan uji whitebox peneliti melakukan uji blackbox untuk memastikan hasil input dan output yang dibangun telah sesuai dengan ketentuan. Hasil analisis data yang telah dilakukan peneliti menunjukkan bahwa konstruksi virtual tour yang telah dibuat benar bermanfaat dan layak digunakan sebagai media promosi. Adapun pembuktian dari dua bagian yaitu (1) Penilaian oleh uji ahli isi dan uji ahli media yang menghasilkan nilai 1,00 yang termasuk dalam validitas “Sangat Valid” dan (2) Penilaian respon pengguna diperoleh nilai 45,96 yang termasuk dalam kategori “Sangat Positif”

Kata kunci : Virtual Tour , Museum

**DEVELOPMENT OF A 360 PANORAMA VIRTUAL TOUR AT THE  
BULELENG MUSEUM**

*By*

*Syachrul Aqmal, Nim. 1815051029*

*Informatics Engineering Education Study Program*

*Informatics Engineering*

*Technical and Vocational Faculty*

*Ganesha University of Education*

*Singaraja*

*Email: [syachrul@undiksha.ac.id](mailto:syachrul@undiksha.ac.id)*

*To introduce the Buleleng Museum through a virtual tour and learn how to build a virtual tour, this research will develop a virtual tour application. The waterfall model consists of five stages starting from requirements analysis, system and software design, implementation, integration and system testing. This research uses the SDLC (Software Development Life Cycle) method. 30 subjects made up the study population. Before conducting the whitebox test, researchers conduct a blackbox test to ensure the results of the inputs and outputs built are in accordance with the provisions. The results of data analysis that have been carried out by researchers show that the construction of the virtual tour that has been made is really useful and worthy of being used as a promotional medium. The evidence of two parts, namely (1) Assessment by content expert test and media expert test which resulted in a value of 1.00 which is included in the validity of "Very Valid" and (2) User response assessment obtained a value of 45.96 which is included in the category of "Very Positive"*

*Keyword: Virtour Tour, Museum*