

**INVESTIGATION OF 10th GRADE STUDENTS
PERCEPTION IN THE USE OF VIRTUAL REALITY
AS LEARNING MEDIA AT SMA N 4 SINGARAJA**



**PROGRAM STUDI PENDIDIKAN BAHASA INGGRIS
JURUSAN BAHASA ASING
FAKULTAS BAHASA DAN SENI
UNIVERSITAS PENDIDIKAN GANESHA
2020**

**INVESTIGATION OF 10th GRADE STUDENTS'
PERCEPTION IN THE USE OF VIRTUAL REALITY
AS LEARNING MEDIA AT SMA N 4 SINGARAJA**

SKRIPSI



SKRIPSI

DIAJUKAN UNTUK MELENGKAPI TUGAS
DAN MEMENUHI SYARAT-SYARAT UNTUK
MENCAPAI GELAR SARJANA



Pembimbing 1

A handwritten signature in blue ink, appearing to read "Made Hery Santosa".

Made Hery Santosa, PhD

NIP. 197910232003121001

Pembimbing 2

A handwritten signature in blue ink, appearing to read "I Nym. Pasek Hadi Saputra".

I Nym. Pasek Hadi Saputra, S.Pd., M.Pd.

NIP. 197809182006041001

Skripsi oleh Putu Wahyu Ary Andriana Putra ini
telah dipertahankan di depan penguji
pada tanggal 27/05/20

Dewan Pengaji

Dr. Dewa Putu Ramendra, S.Pd., M.Pd.
NIP. 197910232003121001

(Ketua)



A.A. Gede Yudha Paramartha, S.Pd., M.Pd.
NIP. 198806222014041001

(Anggota)

Made Hery Santosa, PhD.
NIP. 197910232003121001

(Anggota)

I Nym. Pasek Hadi Saputra, S.Pd., M.Pd.
NIP. 197809182006041001

(Anggota)

Diterima oleh panitia ujian fakultas Bahasa dan seni
Universitas pendidikan ganesha
Guna memenuhi syarat-syarat untuk mencapain gelar sarjana pendidikan

Pada :

Hari : Selasa
Tanggal : 20 Juni 2020

Menyetujui

Ketua Ujian

Sekertaris Ujian

Dr. Dewa Putu Ramendra, S.Pd., M.Pd.

NIP.197910232003121001

Luh Diah Surya Adnyani, S.Pd.,M.Pd.

NIP.198309232008122001

Mengesahkan



Prof. Dr. I Made Sutama, M.Pd.

NIP.196004241986031002

PERNYATAAN

Dengan ini saya menyatakan bahwa karya tulis yang berjudul "Investigation of 10th Grade Students' Perception in The Use Of Virtual Reality As Learning Media At SMA N 4 Singaraja" beserta seluruh isinya adalah benar-benar karya sendiri dan saya melakukan penjiplakan atau pengutipan dengan cara-cara yang tidak sesuai dengan etika yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini saya siap menanggung resiko/sanksi yang di jatuhkan kepada saya apabila ditemukan adanya pelanggaran atas etika keilmuan dalam karya saya ini atau ada klaim terhadap karya saya.



Singaraja, 27 Mei 2020

Putu Wahyu Ary Andriana Putra

NIM. 1412021178

ACKNOWLEDGEMENT

First, the writer would like to thank to God, Ida Sang Hyang Widhi Wasa for all the blessing so that the writer could finish this thesis entitled, "Investigation of 10th Grade Students' Perception on the Use of Virtual Reality as Learning Media at SMA N 4 Singaraja".

The writer also would like to say thanks to other parties that have given guidance and support during completing this thesis.

1. Made Hery Santosa, S.Pd., M.Pd., Ph.D. as the first supervisor who had given great guidance, feedback and support on accomplishing this thesis
2. I Nyoman Pasek Hadisaputra, S.Pd., M.Pd., as the second supervisor who had given suggestions and supports on accomplishing this thesis.
3. All the lecturers of English Language Education who had supported and given knowledge through these four year.
4. All of English students in SMA 4 Singaraja who helped much on collecting the data in the questionnaire and interview.
5. All of the teachers in SMA 4 Singaraja who become subject and help so much on collecting the data for questionnaire and interview.
6. The writers' family for the unconditional love and support
7. And all the writers' frineds in the university for the support.

The writer realizes that this thesis is still not perfect. Therefore, constructing criticism and suggestion will be highly appreciated.

Singaraja,

Putu Wahyu Ary Andriana Putra

TABLE OF CONTENT

ACKNOWLEDGEMENT.....	i
ABSTRACT	ii
TABLE OF CONTENTS.....	iv
LISTS OF TABLE	vii
LITS OF DIAGRAM	ix
LIST OF FIGURE	x
LIST OF APPENDICES	xi

CHAPTER I INTRODUCTION

1.1 Research Background.....	1
1.2 Background of Study	1
1.3 Limitation of Research Problem	6
1.4 Research question.....	6
1.5 Purpose of the Study	7
1.6 Significance of the Study	7
1.6.1 Theoretical Significance.....	7
1.6.2 Practically Significance.....	7
1.6.2.1 Institution	8
1.6.2.2 Researchers.....	8
1.6.2.3 Further Research	8

CHAPTER II LITERATURE REVIEW

2.1 Theoretical Review.....	9
2.1.1 Definition of Perception	9
2.1.2 Components of Perception	10
2.1.3 Definition of Virtual Reality	12
2.1.4 Definition of Teaching Media	16
2.1.5 Definition of Multimedia	16

2.1.6 Definition of ICT	18
2.1.7 The Advantages of Virtual Reality.....	19
2.1.8 The Disadvantages of Virtual Reality	21
2.2 Empirical Review	22

CHAPTER III RESEARCH METHOD

3.1 Research Setting	29
3.2 Research Design	29
3.3 Subject of the Study	30
3.4 Object of the Study.....	31
3.5 Research Instruments	32
3.5.1 Questionnaire	32
3.5.1.1 Validity and Reliability	33
3.5.2 Interview Guide.....	36
3.6 Method and Data Collection.....	39
3.7 Method and Data Analysis	40
3.7.1 Quantitative Data Analysis.....	40
3.7.1 Qualitative Data Analysis.....	42
3.7.1 Research Matrix	44

CHAPTER IV FINDINGS AND DISCUSSIONS

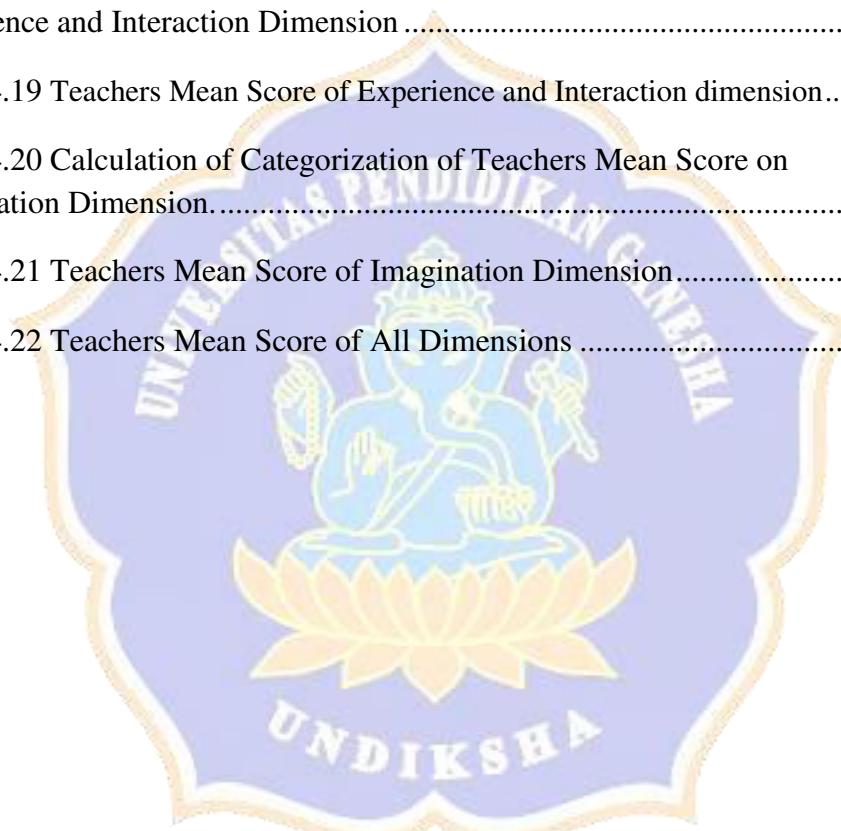
4.1 Findings.....	46
4.1.1 Students' Perception in Using Virtual Reality as Learning	
Media	46
4.1.1.1 Students Perception Result from Each Dimensions	48
4.1.1.2 Dimension Table of Students' Mean Score.....	55
4.1.2 Teachers Perception in Using Virtual Reality as Learning	
Media	57
4.1.2.1 Teachers Perception Result from Each Dimensions	59
4.1.2.2 Dimension Table of Teachers' Mean Score	66
4.1.3 The Result of the Interview on Students'	70
4.1.3.1 The Interview Result of Experience Dimension	70

4.1.3.2 The Interview Result of Imagination Dimension	72
4.1.3.3 The Interview Result of Interaction Dimension	73
4.1.4 The Result of the Interview on Teachers'	74
4.1.4.1 The Interview Result of Experience Dimension	75
4.1.4.2 The Interview Result of Imagination Dimension	77
4.1.4.3 The Interview Result of Interaction Dimension	78
4.2 Discussion.....	80
4.2.1 Students' Perception in Using Virtual Reality (VR) in Classroom	80
4.2.2 Teachers' Perception in Using Virtual Reality (VR) in Classroom	86
4.2.3 Students' Challenges while Using Virtual Reality (VR)	91
4.2.4 Teachers' Challenges while Using Virtual Reality (VR).....	92
4.2 Implication.....	94
CHAPTER V CONCLUSION AND SUGGESTION	
5.1 Conclusion.....	95
5.1.1 Students' Perception in Using Virtual Reality (VR).....	95
5.1.2 Teachers' Perception in Using Virtual Reality (VR)	96
5.1.3 Challenges Faced by the Students while Using Virtual Reality (VR)	96
5.1.4 Challenges Faced by the Teachers while Using Virtual Reality (VR)	97
5.2 Suggestion.....	98
REFERENCES	99
APPENDICES	105

LISTS OF TABLE

Table 3.1 List of Participants	31
Table 3.2 Instrument Blueprint for Questionnaire	33
Table 3.3 Expert Judgements for Questionnaire	33
Table 3.4. Criterion of Instrument Reliability.....	36
Table 3.5 Reliability result.....	36
Table 3.6 Interview Guide Blueprint	38
Table 3.7 Expert Judgements for Interview Guide	38
Table 3.8 The Categorization of Mean Score	41
Table 3.9 Research Matrix	44
Table 4.1 Calculation of Categorization of Students' Mean Score.....	47
Table 4.2 Students' Perception in Using Virtual Reality	48
Table 4.3 Calculation of Categorization of Students' Mean Score in Perceive Dimension	49
Table 4.4 Students' Mean Score of Perceive Dimension.....	50
Table 4.5 Calculation of Categorization of Students' Mean Score in Situation and Target dimension	51
Table 4.6 Students' Mean Score of Situation and Target Dimension.....	51
Table 4.7 Calculation of Categorization of Students' Mean Score in Experience and Interaction Dimension	53
Table 4.8 Students' Mean Score of Experience and Interaction Dimensions.....	53
Table 4.9 Calculation of Categorization of Students' Mean Score in Imagination Dimension	54
Table 4.10 Students' Mean Score of Imagination Dimension	55
Table 4.11 Students' Mean Score of All Dimensions.....	56
Table 4.12 Calculation of Categorization of Teachers Mean Score	58

Table 4.13 Teachers Perception in Using Virtual Reality.....	59
Table 4.14 Calculation of Categorization of Teachers Mean Score on Perceive Dimension	60
Table 4.15 Teachers Mean Score of Perceive Dimension	61
Table 4.16 Calculation of Categorization of Teachers Mean Score on Situation and Target Dimension.....	62
Table 4.17 Teachers Mean Score on Situation and Target Dimension.....	62
Table 4.18 Calculation of Categorization of Teachers Mean Score on Experience and Interaction Dimension	63
Table 4.19 Teachers Mean Score of Experience and Interaction dimension.....	64
Table 4.20 Calculation of Categorization of Teachers Mean Score on Imagination Dimension.....	65
Table 4.21 Teachers Mean Score of Imagination Dimension.....	66
Table 4.22 Teachers Mean Score of All Dimensions	66



LISTS OF DIAGRAM

Diagram 3.1 Explanatory Sequential Design	29
Diagram 4.1 Students Means Score	56
Diagram 4.2 Teachers Means Score.....	67



LISTS OF FIGURE

Figure 3.1 Interactive Model Analysis 42



LISTS OF APPENDIX

Appendix 1 Expert Judge Forms for Questionnaire.....	105
Appendix 2 Expert Judge Forms for Interview Guide	109
Appendix 3 Teachers Questionnaire	111
Appendix 4 Students Questionnaire	115
Appendix 5 Teachers Interview Guide	119
Appendix 6 Students Interview Guide	120
Appendix 7 Students Transcripts	122
Appendix 8 Teachers Transcripts	136
Appendix 9 Students Questionnaire Result	141
Appendix 10 Teachers Questionnaire Result	142
Appendix 11 Documentation	143

