

***DESIGN OF DESKTOP VR BASED GAME AS LEARNING MEDIA FOR
HIRAGANA AND KATAKANA WITH UNITY ENGINE***

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ABSTRACT

The most important knowledge in human life is language and, obviously, there are many foreign languages besides the languages that we know. In foreign language learning, there are many forms to approach teaching methods, one of them is through games and the most common form in educational games is the simulation games. Of all foreign languages, Japanese is the language oftenly used in business matters and a difficult language to learn because the language uses a unique type of writing compared to the usual alphabets. The purpose of this project was to design a game in the form of simulation game or desktop VR as learning tool to teach basics Japanese language, namely hiragana and katakana by using Unity Engine along with cognitive learning methods that is compatible with simulation based games. Compared to full immerse VR, desktop VR is more efficient to apply because it does not require special hardware that is still expensive at this time of speaking. The result of this project was a desktop VR based game that could help as learning tool for hiragana and katakana. From the results of the designed project, the player could at present recall the shape and meaning of content in the game. This proves that this kind of game can motivate players to learn efficiently and with fun.

Keywords: Learning Tool, Japanese Language, Desktop VR, Unity Engine.