

BLISTERING MACHINE PROCESS SIMULATION TRAINING MODULE BY VIRTUAL REALITY

UNDERGRADUATE THESIS

Submitted as one of the requirements to obtains Sarjana Komputer

By:

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FACULTY OF COMPUTING
INFORMATICS STUDY PROGRAM
CIKARANG
MAY, 2023

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The Panel of Examiners declare that the undergraduate thesis entitled **Blistering Machine Process Simulation Training Module By Virtual Reality** that was submitted by Pane, Bintang Sonda Sitorus majoring in Informatics from the Faculty of Computing was assessed and approved to have passed the Oral Examination on 24 May 2023

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ABSTRACT

This thesis presents a simulation training module for operating a blistering machine using virtual reality (VR) technology. The goals of this study are to provide an immersive and interactive training experience for new operators and to improve their efficiency and safety in operating the machine. The module was developed using Unity 3D game engine and was tested by a group of participants with no prior experience in blistering machine operation. The benefits of this training module include reduced training time and costs, improved safety, and enhanced learning retention. The methods used in this study include the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) instructional design model, Axis-Aligned Boundary Box, and the Sphere collision detection algorithm. The result of the study shows that the VR training module effectively improves participants' knowledge and skills in operating the blistering machine. The study also highlights the potential of VR technology in providing realistic and engaging training experiences for industrial machine operation.

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