Abstract

God manifestation in Hinduism which has a duty to look after the universe based on the cardinal points is called Dewata Nawa Sanga. Introduction to Dewata Nawa Sanga has usually started in elementary school or in junior high school. Over the years, the media that is used to learn Dewata Nawa Sanga is from tables and books which are not effective and not interesting. DewataVR application was developed using Virtual Reality (VR) technology as a new learning media in Android platform to overcome the problems. Technology in visualization and simulation field has begun to evolve with VR existence, which simulate a virtual environment. Each God in Dewata Nawa Sanga exists in 9 cardinal point, therefore it requires a Gyroscope Sensor and a Compass Sensor. Gyroscope Sensor is required to detect gravitation movements which rest on a disc that rotate on its axis, whereas Compass Sensor is used as a support sensor in showing cardinal points of each God. DewataVR application make the users as if they were on the cloud and looked at 3D objects of Gods, rides (vehicles), weapons, and information about colors, Aksara, and shrines ruled by each God. Further information about each God is also explained
with narrative audio. Applications test was done by quantitative method to find out the respondent satisfactory level after using DewataVR.

References


Index Terms
Keywords