ABSTRACT

Hajj is the fifth pillar of Islam that must be carried out by a Muslim who has been able to carry it out. Hajj is basically providing lessons or information about the procedures for carrying out the pilgrimage, so that it is not only limited to prospective pilgrims, usually the Muslim community learns the procedures for carrying out the pilgrimage by using books or by direct demonstration by simulating the procedures. how to perform the pilgrimage according to the actual conditions. However, many Muslim communities are reluctant to explore Hajj, due to several things such as lack of time, and lack of interest in studying because it is less interesting and impractical. From this, the idea emerged to create a 3D virtual-based Hajj simulation application, this application contains simulations for the pillars of Hajj. This virtual reality-based Hajj application is designed and created using the Unity software. The results of the research are Hajj applications that can display virtual reality simulations, which include simulations of arriving at the airport, Wukuf in Arafah, Mabit in Muzdalifah, Mabit in Mina, Jumrah, Tawaf, Sa'i and Tahallul simulations. With this application, it is hoped that there will be an increase in public interest in learning the procedures for carrying out worship.

Keywords: virtual reality, Hajj, simulation, 3D.