ABSTRACT

The prohibition to hold exhibitions directly and crowding makes final-level students unable to hold final project exhibitions directly. Students can only promote their products through online exhibitions and other media. Therefore, interactive media is needed to promote the final project products of undergraduate students applied multimedia engineering technology virtually. By implementing the Minecraft platform, exhibitions can still be held virtually. By using minecraft, 3D reconstruction, the building of the Faculty of Applied Sciences can be well visualized. Students can also explore the building of the Faculty of Applied Sciences at will. This minecraft virtual exhibition has a multiplayer feature so that virtual exhibitions can be visited by many students. The results of the final student project are displayed in the form of a video so that visitors do not feel bored. With this Minecraft virtual exhibition, the exhibition becomes more interactive and can still be held and not make a crowd. The results of testing this application get a percentage value of 89.10% which means this virtual exhibition was successfully built according to the purpose.

Keywords: Virtual Exhibition, Minecraft, Final Project.