Abstract

LAN cabling is one of the subjects studied by vocational students in the Department of Computer Network Engineering. Students usually study LAN cabling in practice and theory at school but during the current Covid-19 pandemic, face-to-face learning was temporarily suspended causing students to only be able to do online learning from home, this caused students to only learn theoretically because they were constrained in the material. practice is limited and students find it difficult to understand and understand the lesson because they cannot practice it directly. To solve these problems, an application is needed that can help vocational students in practical lessons, especially LAN cabling lessons that can make it easier for students to learn despite the limitations of practical materials and can be used anywhere. This application is made using Unity technology where the results obtained are a mobile application at least Android version Jelly Bean. This application implements a drag and drop system so that the user only matches the tool with the stages carried out so that it can make it easier for users to use it. The result of making this application is that it can simulate LAN cabling learning for Computer Network Engineering students so that students can understand how to wire LAN even though practical materials are limited.

Keywords: LAN Cabling, Practical Learning., Unity, Drag and Drop