

ABSTRACT

The lack of information on doing well on how to handle and save ourselves from a fire disaster seen from as many as 68% of the FIT academic community have never done a direct fire simulation is the background to creating a Virtual Reality (VR) -based simulation application. Light fire training based on VR technology (Selaru VR - LFT) is using in training on alertness to fire disasters, in this case for the Faculty Applied of Sciences (FIT) Telkom University Bandung. Selaru VR - LFT is use as a support tool in fire simulation which is made in such a realistic way with the possibilities that can occur if there is a fire disaster. It's packaged in a serious game which the game concept are made for training, advertising, education, and simulation purposes. In this simulation game, the user will be faced with a small fire emergency. Otherwise, the user are required to complete a series of "tasks" which they have to do quickly and conscientious. The making of Selaru VR - LFT is based on the Ministry of Transportation's main guidelines for emergency fire and disaster management which have been used officially by firefighters in Indonesia. Users can experience a fire disaster simulation indirectly with the games provided. By using Selaru VR – Light Fire Training 89% allows users to increase their understanding of light fire management effectively and 88% can make it easier for users to simulate response and evacuation from light fire disasters anytime and anywhere.

Keywords: Virtual Reality, Serious Game, Simulation, Penanggulangan, Rescue, Light Fire