ABSTRACT

Learning media is important in the teaching process. Online learning media that still has weaknesses in a practicum so that learning media development is needed. PT Telkom Indonesia has a learning platform focused on SMK (Vocational High School) students, cadets, and also fisheries and marine students, problem support platforms as an alternative to practicum. With the existence of a WebGL-based virtual learning platform with the Multimedia Development Life Cycle (MDLC) method that supports learning fisheries and marine materials that are more easily accessible and understood by fisheries and marine students and carries out zero risk. Virtual Based Learning (VBL) learning applications contain fisheries materials so that they are integrated with gamification features. The expected development of Project BEN Campus is that users understand the development of marine and fisheries in Indonesia which will later become a learning and teaching tool.

Keywords: WebGL, Gamification, 3-Dimensional.