

## ABSTRACT

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*Many new students and prospective students of the Faculty of Applied Sciences, Department of Multimedia Engineering Technology, lack knowledge about the information of their own faculty, especially information on each existing room and the introduction of lecturers and rooms for the Multimedia Engineering Technology department. This study aims to assist new students in obtaining information about NPC Non Player Character (a description of the lecturer's character) on a multiplayer minecraft virtual server at the Faculty of Applied Sciences, Multimedia Engineering Technology Department, along with information on each room with a 3D display. The author wants to create a Minecraft Multiplayer-based Campus Virtual Tour as a medium of information about the S1 Multimedia Engineering Technology lecturer room that will be used by users or new students to see visualizations in the form of NPC Characters. In designing this Virtual Tour using the MDLC method, namely Multimedia Development Life Cycle. The Game application that will be used by the Virtual Tour has an NPC feature to interact with lecturers in each room, as well as challenges that can be played to find a room for a Multimedia Engineering Technology Undergraduate Lecturer. By using the Virtual Tour Minecraft Multiplayer NPC, it is possible for users to easily obtain information on the profile of the lecturer through the virtual tour in each of the lecturer's rooms interactively. The results of the questionnaire from the assessment of the application that I made got a percentage result of 88.7%, which means that this virtual tour succeeded in achieving its goal.*

*Keywords: Virtual Tour, Mincraft, NPC.*