

ABSTRACT

As a new step in introducing and promoting its various products, BNI conducted research and development in a metaverse called BNITopia. The methodology used for this research and development was Agile, visualized with a Kanban board. There were two teams involved: the metaverse team and the 2D/3D team. In the process of researching and developing BNITopia, many features were integrated into it. For instance, in the fleksi simulation feature, used for simulating Unsecured Loans, calculations can be performed based on income and loan amounts. Moving on to the portal objects, creating a portal with a 360-degree effect necessitates the use of shaders on the materials and panoramic images to enhance the 360-degree effect on the portal. Furthermore, in the displayed UI space, APIs developed by the backend team are required. The UI space can also be sorted based on popular, newest, and your spaces. All three of these features were successfully developed as anticipated.

Keywords: Metaverse, Space