

ABSTRACT

General elections (pemilu) are one of the main pillars in the democratic system in Indonesia, serving as a tool to elect leaders. Voter participation among first-time voters has shown a declining trend, as they often find the technicalities of the general election process challenging. Therefore, we have developed a general election simulation using Mixed Reality (MR) technology, which combines Virtual Reality (VR) and Augmented Reality (AR). The goal of using mixed reality technology is to provide first-time voters with a direct experience in executing the technical aspects of the general election. Additionally, it aims to increase the enthusiasm of first-time voters in elections through the use of technology. This research was conducted using a qualitative method, with in-depth interviews and observations as data collection techniques. The participants in this study were high school students in grades 11 and 12. The simulation we are developing can be run using Virtual Reality hardware, where the sensors will detect the hands and areas that we will use to display 3D objects, allowing us to simulate the general election with a more interactive and engaging experience for first-time voters. The results of this study indicate that first-time voters are better assisted in understanding the technicalities of the general election through the integration of technology. This is expected to result in an increase in the participation rate of first-time voters and provide them with sufficient technical understanding of the general election process.

Keywords: *Simulation, Mixed Reality, Virtual Reality, Election, Beginner Voter*