

ABSTRACT

The traditional top game is one of the intangible cultural heritages that is increasingly forgotten along with technological advances and changes in the lifestyle of modern society. Efforts to preserve this culture are very important so that it does not become extinct and remains recognized by future generations. Therefore, this final project aims to develop a simulation of a traditional top game using Virtual Reality (VR) technology as a means of education and cultural preservation. This application is designed so that users can experience playing spinning tops virtually by presenting realistic game mechanisms and supporting traditional environmental visualizations.

The development of this application involves accurate physics simulation, intuitive user interaction, and interface design that supports cultural education. Through this application, users can learn how to play spinning tops, its history, and the cultural values contained in it. Test results show that this application not only provides a fun and immersive experience, but also increases users' understanding and interest in the traditional top game. Tests with several users proved that this application is effective in raising awareness of the importance of preserving intangible culture through digital media.

Keywords: virtual reality, VR, traditional spinning top, cultural preservation, game simulation, educational technology.