

## DAFTAR ISI

|  |      |
|--|------|
| ABSTRAK.....   | i    |
| <i>ABSTRACT</i> .....                                      | ii   |
| KATA PENGANTAR.....  | iii  |
| DAFTAR ISI .....   | v    |
| DAFTAR GAMBAR.....   | viii |
| DAFTAR TABEL .....   | x    |
| DAFTAR SIMBOL .....  | xii  |
| DAFTAR LAMPIRAN .....                                      | xiv  |
| BAB 1 PENDAHULUAN.....                                     | 1    |
| 1.1 Latar Belakang Masalah.....                            | 1    |
| 1.2 Identifikasi Masalah .....                             | 2    |
| 1.3 Maksud dan Tujuan .....                                | 3    |
| 1.4 Batasan Masalah.....                                   | 3    |
| 1.5 Metodologi Penelitian .....                            | 4    |
| 1.5.1 Metode Pengumpulan Data.....                         | 5    |
| 1.5.2 Metode Pembangunan Perangkat Lunak.....              | 8    |
| 1.6 Sistematika Penulisan.....                             | 10   |
| BAB 2 LANDASAN TEORI .....                                 | 13   |
| 2.1 Profil Tempat Penelitian.....                          | 13   |
| 2.1.1 Sejarah Singkat Berdirinya SLB Negeri Cileunyi ..... | 13   |
| 2.1.2 Logo SLB Negeri Cileunyi .....                       | 13   |
| 2.1.3 Visi dan Misi SLB Negeri Cileunyi .....              | 16   |
| 2.2 Landasan Teori .....                                   | 17   |
| 2.2.1 Observasi.....                                       | 17   |
| 2.2.2 Wawancara.....                                       | 18   |
| 2.2.3 Rambu Lalu Lintas.....                               | 19   |
| 2.2.4 Tunagrahita .....                                    | 19   |

|  |   |     |
|--|---|-----|
| 2.2.5  | <i>Contextual Teaching and Learning (CTL)</i> ..... | 22  |
| 2.2.6  | <i>Game</i> .....                                   | 26  |
| 2.2.7  | <i>Virtual Reality</i> .....                        | 31  |
| 2.2.8  | Multimedia .....                                    | 35  |
| 2.2.9  | Android .....                                       | 37  |
| 2.2.10   | <i>Cardboard</i> .....                              | 41  |
| 2.2.11   | <i>Object Oriented (OO)</i> .....                   | 42  |
| 2.2.12   | Pemodelan Proses Bisnis.....                        | 44  |
| 2.2.13   | <i>Unified Modelling Language (UML)</i> .....       | 47  |
| 2.2.14   | <i>Unity 3D</i> .....                               | 53  |
| 2.2.15   | <i>Blender</i> .....                                | 54  |
| 2.2.16   | <i>SQLite</i> .....                                 | 54  |
| 2.2.17   | Pengujian <i>Blackbox</i> .....                     | 55  |
| 2.2.18   | Pengujian Beta .....                                | 56  |
| <b>BAB 3 ANALISIS DAN PERANCANGAN SISTEM</b> .....   |   | 57  |
| 3.1  | <i>Concept</i> .....                                | 57  |
| 3.1.1  | Analisis Sistem.....                                | 57  |
| 3.2  | <i>Design</i> .....                                 | 78  |
| 3.2.1  | Perancangan Sistem .....                            | 78  |
| 3.3  | <i>Material Collecting</i> .....                    | 108 |
| 3.3.1  | Analisis Konten.....                                | 109 |
| 3.3.2  | Denah .....   | 114 |
| <b>BAB 4 IMPLEMENTASI DAN PENGUJIAN SISTEM</b> ..... |   | 117 |
| 4.1  | <i>Assembly</i> .....                               | 117 |
| 4.1.1  | <i>Deployment</i> .....                             | 117 |
| 4.1.2  | Implementasi .....                                  | 118 |
| 4.1.3  | <i>Coding</i> .....                                 | 121 |
| 4.2  | <i>Testing</i> .....                                | 126 |
| 4.2.1  | Pengujian Fungsionalitas Sistem.....                | 126 |
| 4.2.2  | Kesimpulan Hasil Pengujian Blackbox.....            | 128 |
| 4.2.3  | Pengujian Kuesioner .....                           | 128 |

|                                  |  |     |
|----------------------------------|--|-----|
| 4.3                              | <i>Distribution</i> .....                                  | 133 |
| 4.3.1                            | Implementasi Kepada Siswa Menggunakan Pendekatan CTL ..... | 133 |
| 4.3.2                            | Kesimpulan Hasil Implementasi Kepada Siswa .....           | 134 |
| BAB 5 KESIMPULAN DAN SARAN ..... |  | 135 |
| 5.1                              | Kesimpulan.....  | 135 |
| 5.2                              | Saran.....   | 135 |
| DAFTAR PUSTAKA.....              |  | 136 |