**VIRTUAL REALITY PROTOTYPE DEVELOPMENT AS MEDIA LEARNING FOR**

**GARMENT PRODUCTION PLANNING**

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**ABSTRACT**

The development of digital information technology in the era of the industrial revolution 4.0 has an impact on all aspects of life, including in the world of education. One of the digital information technology breakthroughs currently developing in the world of education is virtual reality (VR). VR functions as an effective and innovative learning medium because it can improve the quality of education. The application of VR in learning clothing in higher education will greatly assist students in understanding and constructing real learning materials using computers. Especially for garment production planning learning, students will be brought to the real world of work in the garment industry virtually. Through the research development approach, the VR prototype as a first step in developing VR-based learning media for garment production planning has been successfully developed through three stages, namely the planning stage, the designing stage, and the validating of the product stage. The prototype products that have been successfully developed will then be realized in the form of VR as media learning for achieving students' competency in garment production planning.

**Keywords**: virtual reality, prototype, learning media, garment production planning