

## **ABSTRACT**

*Nowadays technology is growing rapidly which shows the high need for the general public to view information related to campus. New students who are accepted in various faculties at Telkom University require information facilities about the area of the faculty. Especially for prospective students who are accepted at the Faculty of Applied Sciences, they use media such as virtual reality games to find information about the Faculty of Applied Sciences, Telkom University rather than seeing directly. Moreover, in 2020 the central government declared an emergency status due to the Covid-19 pandemic so that newly admitted students could not see directly the Faculty of Applied Sciences Building and still lacked the latest information media. The author wants to create a VR-based Virtual Campus Tour application as a medium of information about the Faculty of Applied Sciences Building that will be used by users or new students to view FIT visualizations in 3D. In designing this Virtual Campus Tour using the GDLC method, namely Game Development Life Cycle. The 3D-based interactive virtual tour that will be built has a specification that users can explore the contents of the campus visually in 3D. This application called Selaru VR FIT Building Tour has a Navigation feature to each Room, Challenges that can be played to find rooms in FIT. By using the Selaru VR FIT Building Tour, it allows users to make it easier for users to get information through freely exploring the FIT campus virtual tour.*

*Keyword in English : Virtual Reality, Virtual Tour, 3D*