

# ASIAVR: Asian Studies Virtual Reality Game a Learning Tool

## Abstract

The study aims to develop an application that will serve as an alternative learning tool for learning Asian Studies. The delivery of lessons into a virtual reality game depends on the pace of students. The developed application comprises several more features that enable users to get valuable information from an immersive environment. The researchers used Rapid Application Development (RAD) in developing the application. It follows phases such as requirement planning, user design, construction, and cutover. Two sets of questionnaires were developed, one for the teachers and another for the students. Then, testing and evaluation were conducted through purposive sampling to select the respondents. The application was overall rated as 3.56 which is verbally interpreted as very good. The result was based on the system evaluation using ISO 9126 in terms of functionality, usability, content, reliability, and performance. The developed application meets the objectives to provide an alternative learning tool for learning Asian Studies. The application is well commended and accepted by the end-users to provide an interactive and immersive environment for students to learn at their own pace. Further enhancement of the audio, gameplay, and graphics of the tool. Schools should take into consideration the adoption of the Asian Studies Virtual Reality Game as a good alternative tool for their teachers and students to teach and learn Asian Studies. The use of more 3D objects relevant to the given information to enhance game experience may be considered. A databank for the quiz questions that will be loaded into the game should also be considered. The integration of modern technology in education has been a vital part of the learning process, especially when technological resources are available. Development and adaptation of this application will promote an alternative way of independent learning among students and will give them a better understanding of Asian Studies at their own pace.

*Keywords* – virtual reality, immersive environment, android-mobile game, learning tool, Asian studies