



CULTURALVISTA ACEH: NAVIGATING ACEH RICH CULTURE THROUGH VIRTUAL EXPLORATION AND DISCOVERY

UNDERGRADUATE THESIS

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CHAPTER I

INTRODUCTION

1.1 Introduction

Aceh, one of the most culturally and historically wealthy provinces in Indonesia, presents unique tapestries of tradition, language, and natural beauty. Despite its significant cultural and natural heritage, Aceh faces some urgent challenges that prevent them from fully tapping into its potential. These challenges mainly involve limited exposure to advanced technology, gaps in strategic tourism promotions, and a decline in the use of aceh among the younger generation.

The province's VR technology sector is not well developed, especially in terms of virtual reality. This lack of technology is hindering attempts to educate and inform locals and potential tourists about the region's abundant cultural and historical resources. The younger generation, influenced more and more by foreign cultures and technologies, frequently stay disconnected from their cultural origins because of a shortage of captivating and involving educational resources.

ABSTRACT

It explored the development and implementation of "CulturalVista aceh," a virtual reality tourism application (vr) designed to raise cultural awareness and promote tourism in aceh, Indonesia. Rich in its cultural and natural heritage, aceh faces challenges such as limited technological exposure, ineffective tourism strategies, and a decline in the use of aceh among the younger generation. The project aims to address this problem by leveraging vr technology to create profound and educational experiences.

The principal aims of the project include boosting local culture awareness, tapping into untapped tourism potential, and revitalizing aceh use. The vr application is equipped with interactive modules that allow users to explore the cultural legacy of aceh, learn the aceh language, and feel the local culinary traditions. The application also aims to attract both local residents and tourists, fostering a greater appreciation of Aceh's cultural and historical assets.

The development process involved gathering and preparing VR assets, designing new virtual elements, integrating audio components, and ensuring a cohesive user experience. The project was structured into several key phases: problem formulation, constraint analysis, functional analysis, solution selection, and development effort estimation. Each phase addressed specific aspects of the project, from identifying the cultural and technological gaps to outlining the necessary resources and timelines for implementation.

Keywords: Virtual Reality, Cultural Awareness, Tourism Promotion, Aceh Heritage, Aceh Language, Immersive Experience, Educational Technology, Cultural Preservation, Tourism Enhancement.

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