

**STUDY OF CYBER EXPERIENCE-BASED LEARNING WITH VIRTUAL  
REALITY DEVICE FOR FOREIGN LANGUAGE LEARNER AT VR  
NIHONGGO COMMUNITY ON LANGUAGE EXCHANGE JAPANESE AND  
ENGLISH ONLINE CLASS**

**By  
AHMAD MAULANA**



**ANTASARI STATE ISLAMIC UNIVERSITY  
BANJARMASIN  
2024**

**STUDY OF CYBER EXPERIENCE-BASED LEARNING WITH VIRTUAL  
REALITY DEVICE FOR FOREIGN LANGUAGE LEARNER AT VR  
NIHONGGO COMMUNITY ON LANGUAGE EXCHANGE JAPANESE  
AND ENGLISH ONLINE CLASS**

**AN UNDERGRADUATE THESIS**

Presented to  
Faculty of Tarbiyah and Teacher Training  
in partial fulfillment of the requirements  
for the degree of *Sarjana Pendidikan* in English Language Education

by

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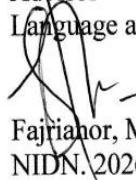
After being checked and revised, the thesis has been approved to be examined in front of the board of Examiners of Faculty of Tarbiyah and Teacher Training UIN Antasari Banjarmasin.

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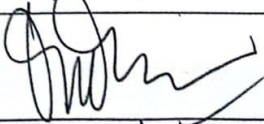
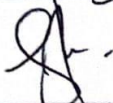
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## ABSTRACT

**Maulana, Ahmad.** 2024. Study of Cyber Experience-Based Learning with Virtual Reality Device for Foreign Language Learner at VR Nihonggo Community on Language Exchange Japanese and English Online Class on February 1st, 2024. Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisors: (I) Nani Hizriani, MA, (II) Fajrianor, M.Pd

**Keywords:** Cyber Class, Experience-Based Learning, Virtual Reality, Digital Game Based-Language Learning (DGBLL)

The spread of the Covid-19 forces social distancing policies to minimize casualties. The Ministry of Education and Culture has implemented a remote learning policy, encouraging students to engage in online studies from home in response to current circumstances and E-Learning which causes a lot of changes in education environments. The researcher applied the descriptive qualitative which interpreting the context behind the Virtual Reality (VR) used in the distance learning. It presented four steps of data analysis procedures: Anecdotes (the narrative explanation), Vignettes (a small illustration or portrait photograph), Data Coding (giving code), Thematic Network (categorize the theme). The results showed on the observation, Virtual Reality could affect experience-based learning virtually: (1) Virtual Role Play, (2) Virtual Field Study, (3) Virtual Group Projects, (4) Virtual Simulation, (5) Game Based Learning for Experience based Learning activity. Then, this method might influence language proficiency. (1) Reading situation model, (2) Vocabulary, (3) Public Speaking. In addition, VR fairly affect the Cyber Experience-Oriented Learning for foreign language education on Online Classes.

## **ABSTRAK**

**Maulana, Ahmad.** 2024. *Study of Cyber Experience-Based Learning with Virtual Reality Device for Foreign Language Learner at VR Nihonggo Community on Language Exchange Japanese and English Online Class* pada 01 Februari, 2024. Skripsi. Jurusan Tadris Bahasa Inggris., Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: (I) Nani Hizriani, MA (II) Fajrianor, M.Pd

**Kata kunci:** Kelas Cyber, Pembelajaran Berbasis Pengalaman, *Virtual Reality*, Pembelajaran Bahasa Berbasis Game Digital.

Penyebaran Covid-19 memaksa kebijakan jarak sosial untuk meminimalkan jumlah korban. Kementerian Pendidikan dan Kebudayaan telah menerapkan kebijakan pembelajaran jarak jauh, mendorong siswa untuk terlibat dalam studi online dari rumah sebagai respons terhadap situasi saat ini dan E-Learning yang menyebabkan banyak perubahan dalam lingkungan Pendidikan. Peneliti menerapkan pendekatan deskriptif kualitatif yang menginterpretasikan konteks di balik Pengalaman Virtual Reality (VR) yang digunakan dalam pembelajaran jarak jauh. Ini menyajikan empat langkah prosedur analisis data: Anekdote (penjelasan naratif), Vignette (ilustrasi kecil atau potret foto), Pencocokan Data (memberikan kode), Jaringan Tematik (mengategorikan tema). Hasil yang ditunjukkan dalam pengamatan, Virtual Reality dapat mempengaruhi pembelajaran berbasis pengalaman secara virtual: (1) Role-Play Virtual, (2) Studi Lapangan Virtual, (3) Proyek Kelompok Virtual, (4) Simulasi Virtual, (5) Pembelajaran Berbasis Game untuk kegiatan Pembelajaran berbasis Pengalaman Virtual. Kemudian, metode ini mungkin mempengaruhi kemampuan Bahasa dalam. (1) Model Situasi Membaca, (2) Kosakata, (3) Berbicara di Depan Umum. Selain itu, VR cukup berpengaruh pada Pembelajaran Berbasis Pengalaman Cyber untuk pendidikan bahasa asing dalam Kelas Online

## STATEMENT OF AUTHENTICITY

I, the undersigned, Ahmad Maulana, declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

Banjarmasin, January 18<sup>th</sup>, 2024

The writer,



**Ahmad Maulana**

.....



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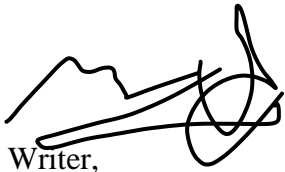
بسم الله الرحمن الرحيم. الحمد لله رب العالمين. الصلاة والسلام على اشرف الأنبياء والمرسلين سيدنا  
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Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, Ramadhan, 3<sup>rd</sup> 1445 A.H  
March, 14<sup>th</sup>, 2024 A.D



Writer,

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