



## JUSTIVERSE: Utilization of Virtual Reality (VR) Technology in Learning Process and Moot Court Practice

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### Abstract

*Virtual reality is an interesting phenomenon in learning media studies. This is because individuals and groups are faced with technological sophistication that delivers online learning experiences that seem real. This study aims to describe the utilization of virtual reality (VR) technology in the learning process and moot court practices. The setting of this research is in the Department of Sharia, Economics, and Islamic Business of STAIN Majene. To reveal the phenomenon of VR-based learning, a qualitative approach with descriptive study method was used. The results of this study concluded that the application of VR technology can improve the quality of learning effectively. Through realistic simulations, students gain a more in-depth practical experience of the judicial process, which was previously difficult to obtain through conventional methods. VR provides a more interactive and inclusive learning experience and helps students to understand and master the material in a more efficient way.*

**Keywords:** Learning, Moot Court Practice, Virtual Reality Technology.

### PRELIMINARY

Lecturers have binding responsibilities and duties, in the form of the tridharma of higher education. This tridharma includes Education and Teaching, Research and Development, and Community Service. Implicitly has a meaning in the learning methodology to present learning that can provide convenience, the selection of the right method can make it easier for students to get learning (Sholichah, et.al., 2021). Learning media using Virtual Reality is one of the alternative solutions to provide new and fun learning practices for students (Ariatama et al., 2021).

Majene State Islamic Higher Religious School (STAIN) is one of the work units in this case a college under the vertical auspices of the Indonesian Ministry of Religion and is the only State Religious College in West Sulawesi and has great potential to become great and compete with Islamic State campuses in Sulawesi. For this reason, realizing this requires the entire role of stakeholders or the academic community of STAIN Majene, especially lecturers.

Lecturers carry out the duties and functions of the tri dharma, namely education, research and community service. The task of being a good educator is a task that is able to provide interactive and transformative learning experiences to students, adopting technology in the learning process is one of the current ways to provide understanding to students in real terms and this is in line with adaptive values and strongly supports the vision and mission of the SEBI STAIN Majene department, namely: Carrying out education and teaching in the field of sharia science and Islamic business economics which refers to language and IT.

Based on the results of surveys and observations in the field and through the stages of issue analysis, the author came to the conclusion to raise the core issue "there is no utilization of virtual reality technology for learning and practice of the trial process in the Department of Sharia, Economics and

Islamic Business STAIN Majene". In the last few months this issue has been discussed among fellow lecturers because there has been no utilization of VR technology which is rampant on several campuses. It is hoped that this research can be the first step to applying technology consistently in an interactive learning process, especially since the transformation carried out by several campuses and law faculties has been very extensive. Education that is integrated with the times or technological advances

## METHOD

This research uses a qualitative approach with an analytical descriptive study method. The research setting is located in the Department of Sharia, Economics and Islamic Business STAIN Majene. To obtain data, observation, interview and documentation study methods were used. Furthermore, the data were analyzed using data reduction techniques, data display and conclusion drawing. Finally, the data was tested for validity through data triangulation techniques. This research also applies therapeutic tools in the form of APKL (Actual, Problematics, Feasibility, and Feasibility), USG (Urgent, Seriousness, Growth), and Fishbone Diagram.

Furthermore, the conceptual framework of this study is shown in the scheme below:

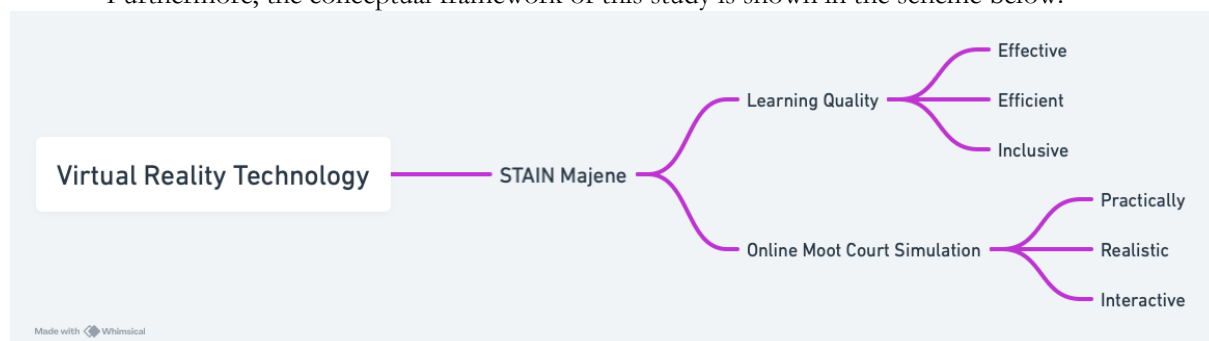


Figure 1. Framework (this study)

## FINDINGS AND DISCUSSION

After identifying and describing the issues in the work unit, the issues were then analysed using several methods. This aims to gain an understanding of the issues as a whole and determine the quality issues to be resolved. The tapping tools used to determine issue quality criteria are the APKL method (Actuality, Validity, Problematics, and Feasibility) and the USG method (Urgency, Seriousness, Growth). After determining the core issue based on the two issue weighting methods, the cause of the issue will be analysed using a fishbone diagram.

### ***Analysis Based on APKL (Actual, Problematic, Feasibility, Viability)***

Based on the identification of the issues above, it is necessary to conduct an issue analysis to determine priority issues that can be solved by the author. This process uses a tool to determine the quality criteria of the issue, namely the APKL analysis which has 4 assessment criteria. The APKL method is a tool to analyze the accuracy and quality of issues by providing scoring at the actual, problematic, public and feasible levels of the issues.

For more details, see the following table, first, actual means it really happened and is being hotly discussed in society. Second, problematic means an issue that has a complex problem dimension, so a solution needs to be found. Third, publicity means an issue that concerns the lives of many people. Fourth, feasible means the issue raised is realistic and makes sense to solve the problem. The APKL method analysis uses a range of values in the form of a score matrix, namely 1 - 5, which indicates that the higher the score, the more urgent the issue is to find a solution immediately. Based on this, the following is an analysis of issue screening using the APKL method on the problem issues found at STAIN Majene.

The criteria for determining APKL indicators are:

### **Actual:**

- 1: It really happens
- 2: It really happens often
- 3: It really happens and is not a topic of conversation

4: It really happens and sometimes becomes a topic of conversation

5: It really happens and is being hotly discussed

**Problematic:**

1: Simple Problem

2: Less Complex Problem

3: Quite Complex Problem but No Need to Find a Solution Immediately

4: Complex Problem

5: Very Complex Problem That Needs to Find a Solution Immediately

**Eligibility:**

1: Not concerning the welfare of many people

2: Slightly concerning the welfare of many people

3: Quite concerning the welfare of many people

4: Concerning the welfare of many people

5: Very Concerning the welfare of many people

**Worthy:**

1: Reasonable

2: Realistic

3: Reasonable and Realistic

4: Reasonable and Realistic

5: Reasonable, and Relevant

To Emerge Initiatives to Solve the Problem.

**Table 1: Issue Analysis with APKL**

No	Issue	A	P	K	L	Skor	Rangking
1	There is no SEBI Department Community Service Journal yet	5	4	4	5	18	II
2	There is no Integrated KKN Module/Guide/Guideline yet	5	5	4	4	18	II
3	There is no use of VR for learning and practicing trial processes	5	4	5	5	19	I
4	Suboptimal Media for Distributing Surveys of Users and Partners of the Department	5	4	4	4	17	III
5	There is no Mandar Law Review Journal (Student Research Journal).	4	5	3	4	16	IV

Based on the results of the discussion and the distribution of the Google Form questionnaire, it shows that the priority issues based on the ranking in order are: (1) There is no use of VR for learning and practicing the trial process; (2) There is no Integration KKN Module/Guide/Guideline; (3) There is no SEBI Department Community Service Journal. The second and third issues get the same points. For the problematic and feasibility aspects, they get 4 points for the SEBI journal issue, where the Integration KKN Guideline issue is more problematic with point 5, but based on discussions and observations, both are actual issues, only for feasibility, the SEBI journal is more realistic for solving its problems compared to the Integration KKN Guideline issue. While the issue with the highest points is only low in the problematic aspect, because until now the learning process at STAIN Majene which is still conservative is still maintained in learning the trial process in court.

**Ultrasound Analysis (Urgency, Seriousness, Growth)**

After analyzing with the APKL method, the USG analysis is then used as a tool to find out which issues are the most priority. This is done to further ensure that the selected issues are indeed the most

important, serious and must be handled immediately, in accordance with the function of the USG method (Urgency, Serious, Growth).

The meaning of USG is Urgency, seriousness, growth, to be more precise, as follows: first, Urgency, which is how urgently an issue must be discussed, analyzed and followed up. Second, Seriousness, which is how seriously an issue must be discussed in relation to the consequences caused. Third, Growth, which is how likely the issue is to worsen if not handled properly. Based on the results of the APKL filtering analysis, there are 3 important issues that can be submitted to determine the core issues in this actualization design, namely:

**Table 2. Ultrasound Analysis**

No	Issue	U	S	G	Highest Score	Rangking
1	There is no SEBI Department Community Service Journal yet	4	4	4	12	III
2	There is no Integrated KKN Module/Guide/Guideline yet	5	4	4	13	II
3	There is no use of Virtual Reality for learning and practicing trial processes	4	5	5	14	I

The criteria for determining USG indicators are:

- 1= Not important/Consequences are not serious/ Not developing
- 2= Less important/Consequences are less serious/ Less developing
- 3= Quite important/Consequences are quite serious/ Quite developing
- 4= Important/Consequences are serious/ Developing
- 5= Very important/Consequences are very serious/ Very developing

Based on the determination of the issue using the USG Technique, and based on the distribution of existing data showing that the use of Virtual Reality is more serious and its development is worse if not handled, the conclusion obtained leads to the priority issue: "There has been no use of VR for Learning and Practice of the Trial Process in the Department of Sharia, Economics and Islamic Business, STAIN Majene".



Figure 2. Needs Survey Diagram for VR in Learning and Judicial Practice

### Key Issue Cause Analysis

To analyze the cause of the main issue, I use the fishbone method. Cause-and-effect diagram (Fishbone Diagram) is a graphical technique used to sort and connect several interactions with factors that influence a process (Malabay, 2016: 150). As far as the author's observations, there are several factors that cause core issues to occur, namely: humans, tools, management and methods used. To find out the cause of the main issue in analyzing the problem, the author uses the Fish Bone Diagram method as shown in the picture:

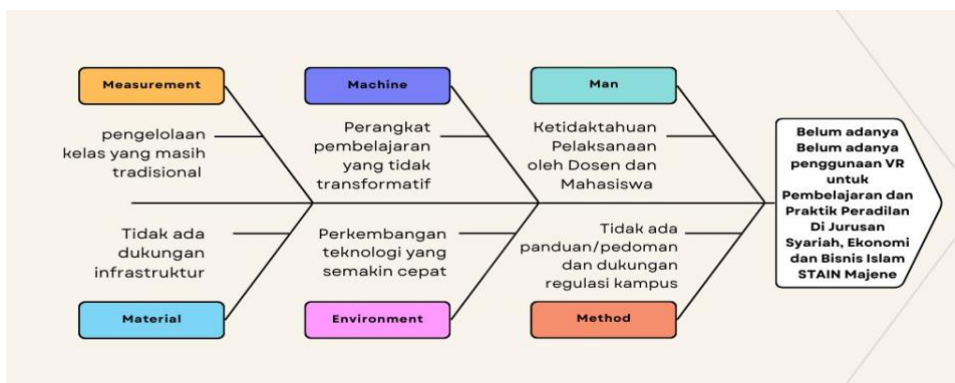


Figure 3. Diagram Fishbone

Based on the Fishbone diagram above, after analyzing the issues that are considered important, namely learning media using virtual reality in learning and judicial practice in the Department of Sharia, Islamic Economics and Business, namely; first, there is no guidance/guidelines and support for campus regulations related to the use of VR in learning; second, there is no infrastructure support and this is the impact of the absence of regulations; third, class management is still traditional, especially in learning the trial process; Fourth, learning tools that are not transformative; Fifth, the rapid development of technology; and sixth, ignorance of the Implementation by Lecturers and Students so that lecturers also do not take the initiative in using VR, especially in learning the trial process. Seeing the root of the problem, it is very important to solve the problem in accordance with the idea raised, namely "Justiverse: Utilization of Virtual Reality (VR) in Learning and Practice of the Trial Process in the Department of Sharia, Islamic Economics and Business, STAIN Majene".

**Argumentasi terhadap Core Issue Terpilih**

The development of technology means that learning media plays an important role in helping the teaching and learning process (Sapriyah, 2019), One of the media that is currently widely used is virtual reality (Hendrayana, Dian et al., 2022: 73). Virtual reality is also an established technology, a new media that has new possibilities in various fields, such as entertainment, industry, art, communication, tourism, education, and so on (Gödde et al., 2018).



Figure 4. Discussion between researchers and mentors and the cover of the mock trial practicum guidebook

The following are some strong arguments for the selection of core issues in this actualization, namely: first, it can Increase Learning Effectiveness Through Innovative Technology The use of Virtual Reality (VR) technology has been proven to be able to increase learning effectiveness by providing a more immersive and interactive experience. VR allows simulations that are close to real situations, giving students the opportunity to practice theory directly in a safe and controlled environment (Radianti et al. (2020).

Second, Overcoming the Limitations of Direct Practice in the Field, constraints such as limited physical space and operational costs are often barriers to providing direct practical experience to students. Virtual reality can reduce the gap between theory and practice, especially in fields that require practical simulations such as law (Merchant et al. (2014);



Figure 5. Learning Practices Using Virtual Reality

Third, Improving Digital Competence in the Industrial Revolution 4.0 Era. One of the main goals of education in the Industrial Revolution 4.0 era is to equip students with relevant digital competencies. The integration of VR in learning not only improves understanding of the material, but also introduces students to advanced technologies that will be part of the world of work in the future (World Economic Forum, 2020), moreover, adopting this VR technology also supports the mission of the Department of Sharia, Economics, and Islamic Business (SEBI) STAIN Majene.

## CONCLUSION

Based on the description above, the results show that the application of VR technology can improve the quality of learning effectively. Through realistic simulations, students gain deeper practical experience of the judicial process, which was previously difficult to obtain through conventional methods. VR provides a more interactive and inclusive learning experience, and helps students to understand and master the material in a more efficient way.

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