

## VIRTUAL TOUR: A MEDIA TO TEACH ENGLISH FOR TOURISM

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### **Abstract**

*This study aims at explaining the use of virtual tours in learning English for tourism in the English for Tourism course at the Department of English Education, Sultan Ageng Tirtayasa University. Technology is an alternative that is used as a human response. In the field of education, innovation was born through technological developments, namely virtual tour services which became a learning platform equipped with visual, audiovisual and interactive learning resources. Studying at home can be boring for both students and teachers due to the confined environment in the room. It is hoped that the visual service organized by the virtual tour application in Indonesia can provide educational, inspirational and recreational value as well as in learning English for tourism which is carried out online*

**.Keywords: virtual tour, media, english for tourism.**

### **Abstrak**

Tujuan penelitian ini adalah untuk menjelaskan penggunaan *virtual tour* dalam pembelajaran bahasa Inggris untuk pariwisata pada mata kuliah English for Tourism di Jurusan Pendidikan Bahasa Inggris, Universitas Sultan Ageng Tirtayasa. Teknologi merupakan salah satu alternatif yang digunakan sebagai respon manusia. Di bidang pendidikan lahir inovasi melalui perkembangan teknologi yaitu layanan virtual tour yang menjadi wadah belajar yang dilengkapi dengan sumber belajar visual, audiovisual dan interaktif. Belajar di rumah bisa terasa membosankan bagi siswa dan guru karena lingkungan terbatas di dalam ruangan. Diharapkan layanan visual yang diselenggarakan oleh aplikasi virtual tour di Indonesia ini dapat memberikan nilai edukasi, inspirasi dan rekreatif serta dalam pembelajaran bahasa Inggris untuk pariwisata yang dilakukan secara online.

**Kata Kunci: Wisata virtual, media, Bahasa Inggris untuk Pariwisata**

Learning media is a means or a mediator in supporting the process of learning. According to Prasetya (2014) media in learning activities are all forms of communication tools that can be used to deliver information/messages from sources to

students to stimulate thoughts, interests, feelings, and students' attention in participating in learning activities. According to Abdullah (2017) the factors that influence the success of a teacher in transferring knowledge to students, which is the

teacher's accuracy in choosing methods and media in learning. And to support success in student learning activities, Learning media could be used to aid the process of learning and encourage students to be motivated in learning, students also get a new atmosphere in their learning so that online learning activities are not boring and media that can be used to learning is one of them namely by using virtual tour media.

As technology develops, more rapidly, bringing up many innovations from many technologies One of them is developmental innovation Virtual Tour technology. With Virtual A tour is a simulation of a place that exists and can be explored in it. The other fields are photography, namely Virtual Reality Photography (VRP), and Photo 360° which are techniques for displaying photos without borders and untruncated, which is usually used for Virtual Tour creation.

The use of this Virtual Tour is very much used for promotional media or identification of a location. Some places that are suitable for using a Virtual Tour, namely museums, tourism areas, schools, colleges high, historical places, city parks, area captivity, hotels, and others. Currently for produce an immersive Virtual Tour and interactive, using augmented VRP technique hotspot feature. A hotspot here is a dot or certain points contained in the photo that serves as a hyperlink to go to another photo view. This feature is made so that users can adventure in Virtual Tour thereby creating an immersive sensation, as if in the place when the photo is taken.

Virtual reality (VR) settings have recently been identified as an emerging

educational method in business schooling and educational curricula (Fowler, 2015; Huang et al., 2013; Schaffer, 2017; Schott, 2017). Ali et al. (2014) had hospitality comparison students' perceptions of Using technology to learn from three academic organizations in Indonesia, Switzerland, the United Kingdom, and the United Arab Emirates and required educators to encourage a more integrated and multidisciplinary approach to curriculum development. Schaffer (2017) provides students with an immersive learning environment to interact in learning. Students have fair and original learning experiences when they use visualization. Schott (2017) investigates the impact of virtual reality field excursions on climate change. The study's effectiveness was significantly discovered. Study effectiveness was substantially found. Hu et al. (2012) did a study on interactive virtual tours and concluded that it had numerous benefits. For example, from a humanistic standpoint, it is conceivable to actualize the dream of risk-free travel. Environmentally, can limit damage to the natural surrounding by minimizing over-tourism. Accordingly, it's an interesting new approach to having fun. Virtual reality (VR) is an encounter with immersion that allows users to explore a digital show that is completely separate from their real-world surroundings. (Bennett & Saunders, 2019).

Shih & Yang (2008), language learners need to be encouraged to interact with the environment in addition to learning. Nurhadi et al. (2019) stated that the interaction VR users can improve language skills. This

is due to multimedia VR being multisensory.

The development of technology-based language-learning media is not new. One of the latest technological products that make changes to the world of education is Virtual Reality (VR) technology. VR technology can present a three-dimensional environment, even allowing for interactions in 360° space. With the use of technology, education offers fantastic things, where learning is not limited by space and time, even angles (Sudana et al., 2018).

The education system is still evolving in response to the COVID-19 pandemic. The education system, which was initially face-to-face, has also changed. But now with the online learning system method, using internet media with various applications, for example, the Zoom application, Google Map application, and the Edmodo application, with the times and the development of a pandemic, the teaching, and learning system continues to develop following technological sophistication, one of the technological sophistication is to use virtual reality which is growing with virtual reality, the learning and teaching system will become more real even though it is done at great distances (Nalendra et al., 2021).

D. D. Prasetya (2011) stated the virtual tour application offers many advantages, including the following: visualization is more communicative: The virtual tour display with a 360° moving panorama makes it more communicative and has the potential to attract tourists; Interactive: the use of panoramic images allows given

navigation and control for Live user interaction; cross-browser compatible: utilization of standard technologies (such as HTML5, CSS3, and AJAX) allows applications to run across browsers without any significant problems; light size: the panoramic image approach is lighter than video formats so that it does not burden user access.

Many English literature majors in Indonesia work in the tourism business because they master not only literacy skills but also English for Specific Purposes (ESP), specifically English for Tourism. English for Specific Purposes is abbreviated as ESP., and it enables students to learn a certain profession based on their needs (Hutchinson & Waters, 1987). ESP differs from conventional English in that it stresses the variety of available materials (Pranoto & Suprayogi, 2020). The contribution of an English literature graduate is seen as a response to the increased demand for English-speaking tourist workers. Conversations in hotel, tour, and exhibition settings, as well as presentations about tourist events and opportunities, are the most common examples of English for Tourism.

Untirta, in this case, the English Education Department, provides one of the elective courses offered, namely English for Tourism (EfT) or English for Tourism. In this course, students are equipped with knowledge, attitudes, and skills in English in the context of tourism. This is reflected in the distribution of the material in the department's curriculum book. So, not only the ability to speak English in

general but also the ability to speak English in the field of tourism.

In this study, a proposed system using virtual reality will be produced and can be used in English for Tourism Course with the proposed system then will be the right media during the pasca pandemic that can do learning even though it is done remotely and can help students be more enthusiastic about learning even though done from afar and as if they were in the same room with other students

## METHOD

This study employs a type of research known as library research. The theoretical literature review and some relevant references will not be separated from the scientific literature. According to Zed, the library research steps that will be taken in this study are as follows: 1) preparing equipment, 2) compiling a bibliography work, 3) managing time, 4) reading and taking notes study.

The data for this study was obtained from relevant literature such as books, journals, or scientific articles on the chosen topic. In research, a data collection technique is used. This library is looking for notes, books, papers or articles, journals, and other forms of information about things or variables. Researchers use a list of material classification check-lists research based on the focus of the study, a writing schema/map, and a research note format as a research instrument.

## RESULT AND DISCUSSION

Virtual reality is a powerful and intriguing technology that attempts to replicate the actual world in a computer-generated environment that engages all of the senses. Many different sorts of virtual reality have emerged, including digital heritage, training simulations, virtual concerts, and others. In contrast to traditional visual research, virtual reality technology promotes user-system interaction. Users can enter and interact with the digital environment in real-time as if they were there (Wu, 2005).

Criteria for smartphones capable of running content Virtual Reality (VR) is a smartphone that includes both a gyroscope and an accelerometer, which practically all smartphones now include. Until now, the majority of Virtual Reality (VR) Technology has advanced for use in gaming industry, despite this type of technology may be used for other purposes such as simulations, product marketing, and interactive learning. With Virtual Reality (VR) technology's enormous potential, online learning systems can leverage it and innovate to make online learning more engaging. Additionally, (Sulistiyowati & Rachman, 2017) states their vision that VR is a computer-based technology that combines specialized equipment such as input and output to allow users or learners to engage with a digital environment more fully and feel as if they are in the real world.

Furthermore, by implementing Virtual Reality (VR), developers will be able to build different virtual environments with higher potential as a method and type of simulation. What happens to the visualization when students utilize Virtual Reality (VR) as a consequence of activity, visual, and auditory stimulus, or other factors?

According to Youngblut (1998), specialists and researchers continue to investigate and develop visual-based learning media, audio, and multimedia as well as the incorporation of Virtual Reality (VR) and Augmented Reality (AR) into the learning process. Where is this accomplished to establish a learning process in Indonesia that places a premium on the effectiveness and efficiency of activities of student learning? Virtual Reality (VR) is a critical component of computers, particularly multimedia, and is a future trend in the teaching process as well as a strategy for new learning processes in the field of educational technology. It is used to study a suitable technology system to be applied in the process of teaching. Additionally, the utilization of Virtual Reality (VR) technology in the field of education is highly suited today, as learning occurs online during the Covid-19 pandemic. Given student unhappiness with the current online learning system, combining Virtual Reality (VR) and online learning methods is a very viable innovation

(Isnanto, 2004). Environmental situation in the Virtual Reality (VR) world could be made by using a drawing and then translated into three-dimensional shapes for presentation in the system of a Virtual Reality (VR) worldview.

According to Zakiyan et al. (2017)'s research on media Virtual Reality (VR) technology-based learning, it has been introduced to assist with a variety of issues or hurdles in a variety of sectors, most notably in the identification and activities learning of a particular object. Where is the result of the researcher's research said that the process of learning through the use of Virtual reality (VR) is always well received in its field applications and enthusiasm from students, in comparison to traditional learning media. According to Zakiyan et al. (2017), if the learning process is contextual, it can be connected, simple, applicable, instructive, entertaining, and transferable, as well as actual or recognized by researchers as (REALITY). Indeed, the activity of learning process is a form of activity communication, or it can be viewed as a activity for teaching and learning facilitated by instructional media. Alternatively, the right happens when stimuli (educators) and reactions (students) are communicated via learning media platforms (Adha, 2010; Perdana & Adha, 2020; Sinduningrum et al., 2020). However, the process of action cannot be disputed. This communication occurs in response to a student's feedback reaction. As a result, several experts define learning media

as: a vehicle for conveying a critical message/information to students.

Virtual reality contains several interconnected elements; if any one of these elements is broken, the system will cease to function effectively. The following are the primary components of virtual reality that enable the creation of three-dimensional visuals. quoted from Zuhudy, n.d.

1. Virtual World Virtual world or "virtual world" is content that is used to create a virtual world according to the user's wishes in the form of a screenplay or script.

#### 2. Submergence

While the term "immersion" means "to involve profoundly," the term is used here to refer to an aspect that acts to present the user with a genuine sensation. Immersion is classified into three types: (a) Mental Immersion, which involves the user's mental state in the virtual world to the point that they feel as if they are in a real environment. (b) Physical Immersion: By immersing VR users' physical state in a real virtual world, VR technology creates synthetic stimulation of the body's senses. (c) Mentally immersed is the ultimate level of immersion, as it causes the user's mental state to melt in VR.

#### 3. Sensory Reactions

Sensory feedback is used to communicate data gathered in the virtual world to the users' senses. This element is comprised of the senses of sight, hearing, and touch.

#### 4. Adaptability

Interactivity enables direct interaction between users and the virtual environment.

Virtual tour is a simulation technology of a location, usually using video or pictures. In addition, it can be developed from panoramic photo media that have an unbroken view. All techniques are used to develop a virtual tour that comes from virtual reality formed by a computer to generate a world experience virtual. Virtual reality combines world technology and its capability to represent nature with big and overlying realms of social relationships and meaning (Hillis, 1999).

## CONCLUSION

Virtual tour is an important learning resource in learning English for Tourism, virtual tours are media that bring actual events or circumstances to class. Learning English for Tourism online or online can still provide tourist facts and inspirational values with the virtual tour museum facility, it is easy to learn English for Tourism so that students don't feel difficult and bored when they have to learn the material. VR can foster student motivation in learning, and lecturers can use interesting media for learning, one of which is virtual tours. Through learning with virtual tour media, students get a stimulus in the form of audiovisuals contained in the virtual tour. Based on the stimulus, students will be motivated in learning and the existence of this learning motivation makes students more enthusiastic, thereby reducing students' boredom in learning, especially in the online learning process. Campuses should be able to facilitate and provide

training on the use of this media for learning so that it can be utilized optimally over the course of teaching and learning, teachers can develop skills in using media through various available features. And suggestions for further research are certainly expected to be able to find other causal factors that affect the level of student motivation in learning in addition to virtual tour media at other levels.

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