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Martono K.T.^{a, b} ; [Eridani D.^a](#); [Isabella D.I.S.^a](#); [Alfian H.^a](#) [Save all to author list](#)^a Computer Engineering Department, Diponegoro University, Semarang, Indonesia^b Center for Biomechanics, Biomaterial, Biomechatronic and Biosignal Processing, Diponegoro University, Semarang, Indonesia

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An early introduction to children's basic activities, including brushing teeth, washing hands, and eating a meal using a spoon, is deemed important. Many methods can be used to introduce these activities, one of which is by using video. The development of Virtual Reality technology provides a new experience in interacting and using computer-based applications. Users can feel the sensation of being in the real world when using the application. This paper discusses designing a recognition system for children's basic activities through VR technology. The method in the design process used the HCD (Human Center Design) method. System testing was emphasized on the user experience (UX) aspect of the application with the teachers at the early childhood education and kindergarten level as the target respondents. UX testing was conducted by taking the parameters of Attractiveness, Perspicuity, Efficiency, Dependability, Stimulation, and Novelty. The results obtained showed 1.41 points for

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Abstract

An early introduction to children's basic activities, including brushing teeth, washing hands, and eating a meal using a spoon, is deemed important. Many methods can be used to introduce these activities, one of which is by using video. The development of Virtual Reality technology provides a new experience in interacting and using computer-based applications. Users can feel the sensation of being in the real world when using the application. This paper discusses designing a recognition system for children's basic activities through VR technology. The method in the design process used the HCD (Human Center Design) method. System testing was emphasized on the user experience (UX) aspect of the application with the teachers at the early childhood education and kindergarten

This is the target respondents. UX testing was conducted by taking the parameters of
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Attractiveness, Perspicuity, Efficiency, Dependability, Stimulation, and Novelty. The results obtained showed 1.41 points for attractiveness, 1.80 points for perspicuity, 1.28 points for efficiency, 1.80 points for Dependability, 1.49 points for stimulation, and 1.39 points for novelty. So that this application can be used as a medium in introducing basic activities to children.

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