

ABSTRAK

Pandemi Covid-19 menyebabkan banyak tempat wisata harus dibatasi hingga ditutup, salah satunya adalah *Alian Butterfly Park* (ABP). ABP merupakan tempat wisata edukasi berbasis penangkaran kupu-kupu, berlokasi di Desa Krakal, Kecamatan Alian, Kabupaten Kebumen. Penutupan ini berdampak pada keterbatasan akses sehingga masyarakat tidak mendapatkan informasi dan edukasi yang ditawarkan ABP. Untuk mengatasi permasalahan tersebut, tim CP (*Capstone Project*) mengembangkan sebuah Tur Virtual berbasis webVR agar masyarakat tetap mendapat sebagian informasi dan edukasi yang ditawarkan ABP. WebVR adalah *Virtual Reality* berbasis web. Penulis menggunakan *framework A-Frame* dengan basis HTML dan *javascript* dalam mengembangkan tur virtual ABP. Aplikasi webVR ini memiliki fitur utama *Virtual Exhibition* (pameran virtual) dan *Virtual Tour 360*.

ABSTRACT

The COVID-19 pandemic has caused many tourist destinations to be restricted or even closed, including the Alian Butterfly Park (ABP). ABP is an educational butterfly breeding-based tourist attraction located in the village of Krakal, Alian district, Kebumen regency. This closure has resulted in limited access, which means that the public is unable to obtain the information and education offered by ABP. To address this issue, the Capstone Project (CP) team has developed a webVR-based Virtual Tour so that the public can still access some of the information and education offered by ABP. WebVR is a web-based Virtual Reality. The author uses the A-Frame framework based on HTML and javascript to develop the ABP virtual tour. This webVR application has two main features: Virtual Exhibition and Virtual Tour 360.