

**3D GAMES AS A JET ENGINE LEARNING MEDIA ON AIRCRAFT
(Case Study: Institut Teknologi Dirgantara Adisutjipto)**

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ABSTRACT

Making 3D Games as a jet engine learning medium on airplanes aims to help lecturers and students in the teaching and learning process. As for some of the software used for making games, namely Blender 3D software used for object modeling, Substance Painter software used for giving textures to objects, Adobe XD software used for user interface design, and Unity software used for visualization. Based on the results of research conducted, this game application is an application that contains a jet engine simulation in 3 dimensions and makes it easier for users to understand interesting learning materials in the form of games. The application can run well on Android with a minimum specification of Android version 7. The results of the functionality test on the buttons on the application state that each button works well according to its function. The results of the application user test stated that the application obtained an average percentage value of 84.6%. After 1 month the game was published on the itch.c.io game site, it got 95 views, 34 downloads, 3 ratings, 0, collections 2 comments, and 62 impressions.

Keywords: 3D game, Jet Engine, Aircraft.