

ABSTRACT

THE EFFECTIVENESS OF 360-DEGREE VR VIDEOS IN ENHANCING SENIOR HIGH SCHOOL STUDENTS' READING COMPREHENSION OF DESCRIPTIVE TEXT

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The fast increase in digital learning tools has led to more interest in using Virtual Reality (VR) as a different way to teach reading instead of conventional methods. This study looked at how well 360-degree VR videos, shown on an interactive smartboard, helped senior high school students understand descriptive texts better. A study used a quasi-experimental approach with a non-equivalent control group. It involved 42 students from the 11th grade at a private Islamic high school in Bandung Regency, West Java. Half of them, 18 students, were in the experimental group, while the other 24 were in the control group. The students were chosen using total sampling. The group that was tested had three sessions where they used 360-degree videos from the AirPano VR YouTube channel. The other group learned the same material using regular printed text books. Reading comprehension was checked using pretest and posttest tools that looked at four areas: finding the main idea, finding specific details, understanding words in context, and making guesses based on the text. Since the data didn't follow a normal distribution, the Mann-Whitney U test was used to analyze the N-Gain scores. The results showed a statistically significant difference between the groups (Asymp. The significance level is 0.035, which is less than 0.05, and the correlation is 0.325, indicating a medium effect. However, this goes against the original idea, as the control group showed more improvement than the experimental group. The results show that things like technical and space limitations, some people feeling a bit unwell from using VR, maybe a limit on how much improvement is possible, and the short time the VR media was used could have made the treatment less effective. The research shows that the effectiveness of the technology and the level of student preparedness are both crucial factors when using immersive technology to teach reading.

Keywords: *360-degree VR videos, Reading comprehension, Descriptive text, Quasi-experimental.*