

Millealab as A Virtual Reality-based Learning Platform for Slow Learners Students

Abstrak

This research aims to analyze the to find out the response of using Millealab on the material comprehension of slow learners. This study used a qualitative approach with a case study method. The subjects in this study were slow learners grade 8 students at SMP Plus Rahmat Kediri, East Java. The instruments used in this research are observation, interview, and observation which were then analyzed inductively. The result show that virtual reality (VR) helps slow learners connect abstract concepts with real experieces, which supports their understanding. The findings have important implications in inclusive education, where VR can improve the cognitive growth and academic understanding of slow learners students.

Key Words: Learning Media; Slow learners; Millealab.