



ABSTRACT

The quality of education must be established on the right age in making the current curriculum fit with the quality of work they will face in the future. In order to assess the cognitive learning of a student, there are different ways like the use of pen and paper or the manual testing but this involves issues in consistent scoring, printing cost, and administration time. This study aims to measure the student cognitive learning evaluation system by integrating virtual reality technology. This is possible by creating a virtual reality application that contains the questionnaires, a program that evaluates the students depending on the level of analyzation, and a customized gamepad controller for the inputs of the virtual application. The data of the student performing the virtual reality application were gathered and stored in the database to be able to generate report based on the result of the assessment. The functionality and accuracy of the system was evaluated and tested through the comparison of the test scores achieved by the subjects in taking the test manually and virtually.