Permainan *Virtual Reality Puzzle* 3 Dimensi Untuk Anak Usia Dini
(Game Virtual Reality Puzzle 3 Dimension For Early Childhood)
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ABSTRACT

Early Childhood Education is a level of education that houses educational institutions such as playgroups or playgrounds and Kindergartens, where this age is the golden age for the formation of a child's personality and character. This research aims as an interesting and varied learning method, so the need for game virtual reality puzzle 3 dimension to increase children's interest in learning. This game uses the Matching Object algorithm for randomizing the position of shapes and matching shapes, and uses the Memory Match algorithm as a puzzle image instruction with a time of 5 seconds before the game starts. The result of the implementation of the matching object algorithm in this game is that objects in the game can be randomized to positions and objects can be matched according to the object container. Meanwhile, the result of implementing the memory match algorithm in this game is the display of the correct puzzle image instruction pop up for 5 seconds, which will be activated at the start of the game.

Key words: Game Virtual Reality Puzzle 3 Dimension For Early Childhood, Matching Object Algorithm, Memory Match Algorithm.