

## **The Usage of Virtual Reality Technology Through Histopology Application to Increase Orang Asli Imagination Skill in History**

### **Abstract**

Studies show that mobility problems in rural schools among students make the Teaching and Facilitation process less effective. Teachers need to incorporate the elements of Historical Thinking Skills (KPS) in tourism education embodied in the history syllabus of Year Six. However, this element cannot be implemented due to the constraints it has. Preliminary research has shown that Orang Asli students have severe problems with the process of imagination and empathy that they do not reach the minimum KPS level. Thus, one intervention was undertaken - the development of Histopology applications. It is an online application built on ASSURE and MICUP models integrating Google Earth and Google Street View based on Virtual Reality technology that creates 360-degree views for students to visualize tourist attractions in Malaysia. As a result, the minimum level of KPS was achieved, plus it also fostered the love for the country through the depiction of uniqueness of Malaysia's tourist destinations.

### **Keywords**

Historical Thinking Skills (KPS); History; imagination and empathy; Orang Asli Students; Tourist destination and patriotism; Virtual Reality technology