

Early Marriage: A Case Study in Lombok Using Virtual Reality (VR) Re-Educate as an Interactive Educational Tool

Early marriage remains a serious issue that continues to occur frequently in Indonesia, particularly in Lombok, West Nusa Tenggara Province. This practice negatively impacts various aspects of life, including the mental health, education, and economy of young girls. Despite the government's efforts to implement policies aimed at reducing early marriage rates, these initiatives have not yet been fully effective. Therefore, this study aims to develop a technology-based innovation called VR Re-Educate, an interactive educational tool designed to prevent early marriage. The research follows the ADDIE development model, which consists of five stages, although this study focuses only on the Analysis and Design phases. The analysis revealed that most Lombok residents are aware of the high rate of early marriages and identified the main contributing factors as premarital pregnancy, cultural traditions, and economic hardship. With the introduction of VR Re-Educate, it is hoped that young people will better understand the risks and harmful effects of early marriage and avoid engaging in the practice. This innovation is also expected to support the achievement of the Sustainable Development Goals (SDGs), particularly Goal 5, which focuses on gender equality and women's empowerment.

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