

**ANDROID APPLICATION AS A MEDIA FOR HISTORY LEARNING BASED ON  
AUGMENTED REALITY WITH MARKER BASED METHOD**

**Humam Rakha Hanifah**

*Computer Engineering Study Program, Faculty of Science and Technology  
University of Technology Yogyakarta  
Jl. Ringroad Utara Jombor Sleman Yogyakarta  
E-mail : [humamrakha87@gmail.com](mailto:humamrakha87@gmail.com)*

**ABSTRACT**

*Augmented reality or commonly abbreviated as AR is a technology that connects the real world and the virtual world with the help of mobile devices. The use of this technology has been implemented in several games and applications, so this technology is very common. This augmented reality concept can be used as a tool or teaching aid in every subject, so that students can see visualizations of objects in 3 dimensions. This can be adopted by history subjects so that students can project or visualize 2-dimensional historical objects into 3-dimensional ones with the help of augmented reality. Therefore, we need an application that can facilitate this, which can integrate history with augmented reality. This research creates an application that uses augmented reality technology which uses Vuforia as an architecture that supports the use of augmented reality in applications. This application also uses the marker-based detection method as a "trigger" to display 3-dimensional objects containing information related to historical objects from the Hindu-Buddhist kingdom era, such as names, locations, explanations of statues/temples, and several related things that are displayed. In addition to displaying 3D objects, there are also quizzes to train students' memory of these objects.*

*Keywords: Augmented Reality, History, Hindu-Buddhist, Marker-Based Detection*