ANDROID-BASED AUGMENTED REALITY APPLICATION FOR LEARNING JAPANESE LETTERS KATAKANA and HIRAGANA
(Case Study: PT. Cakrawala Indonesia Sejahtera)

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ABSTRACT

PT Cakrawala Indonesia Sejahtera, or better known as CIS Indonesia, is a company that specializes in apprenticeships and recruitment agencies, specifically focusing on placing workers in Japan. The head office is located in Jakarta and the CIS Japan representative office is in Tokyo. Since it was founded on March 28 2012, it has focused on Japanese language training and the placement of practical students, interns and experienced workers in various sectors, both at home and abroad, especially in Japan. This research emerged as a response to these findings, with a focus on Augmented Reality Applications for Learning Japanese Katakana & Hiragana Letters based on Android. PT Cakrawala Indonesia Sejahtera's resources and experience in placing workers in Japan provide a strong foundation for this research. This application is expected to not only improve students' visual understanding of Katakana and Hiragana letters but also be an innovative step in enriching the learning experience. Implementation results are carried out through the black box testing method, which involves testing application functionality. The test results show that all application functionality runs well and is in accordance with the design that has been made. Thus, it can be concluded that the system developed succeeded in achieving the main goal of providing effective learning of Katakana and Hiragana letters using Augmented Reality technology.

Keywords: Augmented reality, Japanese, Vuforia, Android.