

ANDROID-BASED AUGMENTED REALITY APPLICATION AS A LEARNING MEDIA IN RECOGNIZING REGIONAL DANCE AND NATIONAL HEROES ON THE 2022 EMISSION RUPIAH BANKNOTE

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ABSTRACT

Indonesia has many national heroes and many various regional dances. To perpetuate history and introduce dance, the rupiah banknotes contain images of both. However, there are still many people who do not know the heroes or regional dances found on rupiah banknotes. With the development of gadgets, especially smartphones, they can be used as an alternative media for more interesting introductions. This is the basis for research regarding the introduction of national heroes and regional dances on rupiah banknotes using AR with the Marker Based Training method. To build this application, researchers carried out 3D object design, application design, and database design. The aim of using AR as a medium for recognizing heroes and regional dances is to make it easier for people to recognize heroes and regional dances so that people do not simply forget history and existing events. For multidevice testing results to run smoothly and validity testing to function normally.

Keywords: Banknotes, National Heroes, Regional Dances, Augmented Reality