

IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY AS A MEDIA FOR INTRODUCING SUNDANESE SCRIPT

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ABSTRACT

Sundanese is a regional language originating from West Java, the writing form of this Sundanese language is Sundanese script. Sundanese script is divided into four components, namely Aksara Ngalagena, Angka, Swara and Rarangken. Currently, the Sundanese script is slowly starting to be forgotten by society, especially children, because of the lack of knowledge about recognizing these letters. And this script is only taught in schools where the learning model is still conventional, which makes some children start to feel bored and less interested in learning Sundanese script. Seeing this, researchers want to create a transition model of recognition from conventional to digital by utilizing Augmented Reality (AR) technology. In this application, users will be able to see the Sundanese script in the form of a 3D object as well as display sounds regarding the pronunciation of the script by scanning the marker. This application was created using Unity 3D software, Vuforia SDK and objects were created using Blender.

Keywords: Sundanese script, Augmented Reality, Blender, Marker based tracking, Unity, Vuforia.