

# ***MOBILE BASED AUGMENTED REALITY APPLICATION DESIGN FOR INTRODUCTION TO TRADITIONAL GAME (Case Study: Sonobudoyo Museum)***

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## ***ABSTRACT***

*Traditional games are a legacy from our ancestors that must be preserved because they contain local wisdom values. This traditional game creates pleasure when played. With the increasingly rapid development of technology, one of Indonesia's heritage is increasingly lagging behind the times, with Augmented Reality (AR) technology it can help developments in optimizing the interests of today's children in order to continue preserving traditional games for today's children. This requires transformation and transition of traditional games to mobile-based digital forms. In designing this traditional game introduction application, the System Development Life Cycle (SDLC) method was used. This application uses marker-based tracking media to interact with users when using a smartphone camera. then directed towards the marker. This application was created using unity3D, Vuforia sdk and 3D objects were created using Blender. The result of this research is an application for introducing traditional games which will later help facilitate and get to know more information about traditional games as well as an effort to preserve the heritage of our ancestors.*

