

AUGMENTED REALITY BASED APPLICATION FOR INTRODUCTION OF COLONIAL ERA AIRCRAFT AT THE YOGYAKARTA AEROSPACE MUSEUM

ABSTRACT

The introduction of airplanes at the Yogyakarta Dirgantara Museum is still very limited. The public can only get information by reading the information posted in the museum. Augmented Reality (AR) is a technology that has the potential to disseminate digital information in the real world via electronic devices such as smartphones or computers. This technology can help the public understand the role of ancient military aircraft owned by the Indonesian Air Force during the Japanese and Dutch colonial era. By using AR, the public can learn about the types of military aircraft visually and interactively, making it easier to understand the important role of defense equipment. The system development method used is Rapid Application Development (RAD). This research produces an AR application that can also help explain the specifications of each aircraft owned by the Dirgantara Museum. Thus, introducing military aircraft to the public based on AR can be an effective solution in attracting public interest in studying the history of Indonesia and being interested in joining the Indonesian Air Force.

Keywords: Augmented Reality, Technology, Adisucipto Dirgantara Museum, Rapid Application Development.

