

LEARNING APPLICATION TO GET TO KNOW TRADITIONAL HOUSES IN INDONESIA USING ANDROID BASED AUGMENTED REALITY TECHNOLOGY

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ABSTRACT

What the meaning and function of a traditional house are, knowing or studying traditional houses is the same as studying cultural heritage in a country, of course Indonesia. And learning is something that seeks to gain intelligence or knowledge, change behavior or responses caused by experience by means of learning using television, radio, tapes, modules, and being able to use applications or media that are made to make it easier to seek knowledge or information. This research has the aim of helping learning or introduction to culture or traditional houses in Indonesia by using Augmented Reality Technology. With this application, it is hoped that users will be able and easier to learn what is called a traditional house, where the traditional house comes from and what the structure of the building is like.

Keywords : Augmented Reality, Traditional Houses, Applications