UTILIZATION OF AUGMENTED REALITY TECHNOLOGY AS AN ANDROID BASED NAVIGATION MEDIA
(Case Study: Campus 1 Yogyakarta University of Technology)

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ABSTRACT

Navigation media in the campus environment is an important means as a source of information regarding campus places and facilities for students. However, in its implementation, navigation media in the campus environment currently still uses conventional media in the form of boards and printed pictures so that it is not efficient in providing instructions for students because the media is often damaged and not all campus environments have media or signage so many students have difficulty to find buildings or facilities on campus. The aim of this research is to assist virtual navigation services by utilizing Augmented Reality and GPS (Global Positioning System) technology which is implemented in the form of an Android mobile application. This research was conducted at the main campus of University of Technology Yogyakarta. This research produces an output in the form of an Android application that can be used as a virtual information and navigation medium offline or without the need to be connected to the internet. With this application, users are expected to find it easier to find locations in the campus area, in this case including classroom buildings and other facilities in the campus environment.

Keywords: Augmented Reality, Navigation, Application, Android