AUGMENTED REALITY BASED APPLICATION FOR INTRODUCING THE HISTORY OF THE DEVELOPMENT OF THE ISLAMIC RELIGION IN THE REGION OF INDONESIA

SUWENDI

Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman Yogyakarta
E-mail : wendivzcr11@gmail.com

ABSTRACT

The learning media used to introduce the history and development of Islam in Indonesia so far still rely on books and 2D pictures, thus limiting the development of innovative approaches. The aim of this research is to create an innovation in developing learning media that can attract students' interest and enthusiasm in studying the history and development of Islam in Indonesia, using Augmented Reality (AR) technology. The learning media will be presented in 3D format via AR, so that the learning process becomes more interesting and fun. The learning media in question is an introduction to the history and development of Islam in Indonesia, which is an important aspect in learning Islamic history in this region. In this AR-based research into the history and development of Islam in Indonesia, an Android-based application will be developed. This application requires markers as an input source, and will track and detect those markers. Once a marker is detected, a 3D object will appear above the marker, accompanied by relevant information and audio narration. The result of this research is an augmented reality-based application to learn about the history and development of Islam in Indonesia.

Keywords: Islamic history, Augmented reality, Learning Media, Android.