USE OF AUGMENTED REALITY TECHNOLOGY AS A MEDIA FOR INTRODUCING PUPPETRY

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ABSTRACT

Shadow puppetry is a native Indonesian culture that originates from Java. Wayang kulit itself is a puppet made of cow or buffalo skin which is moved by a person called a puppeteer. Currently, wayang is starting to lose its popularity among young people. Young people prefer foreign culture to native Indonesian culture. If this continues to happen, the world-recognized wayang culture will become extinct because there will be no successor generation. Therefore, an application for introducing shadow puppets was created using Augmented Reality technology. This application for introducing shadow puppets can be used on smartphones so we no longer need to come to the museum to see and study shadow puppets. This augmented reality application was created using a markerless method or without using markers to display virtual objects so that users of this application do not need to bother carrying markers to display virtual objects. With this application, the younger generation can learn more about shadow puppetry and leather puppetry can continue to be preserved.