

CENTRAL KALIMANTAN ENDEMIC FAUNA RECOGNITION APPLICATION USING MOBILE-BASED AUGMENTED REALITY

Herdy Andriksen

Informatics Study Program, Faculty of Science & Technology

University of Technology Yogyakarta

Jl. Ringroad Utara Jombor Sleman Yogyakarta

E-mail : dre22.hendriksen@gmail.com

ABSTRACT

Kalimantan Island is an island that has a very varied diversity of animals. Central Kalimantan Province as an area on Kalimantan Island has various rare endemic fauna that attract attention, for example orangutans and hornbills which are rare animals that are symbols of Palangka Raya City, the capital of Central Kalimantan Province. The existence of orangutans and hornbills is considered a protected animal because the population is decreasing due to land clearing by the plantation sector, making areas for orangutans and hornbills that should be beautiful and natural disappear. Because of this, special outreach and introduction is needed to the public to find out how important it is to know and understand the various rare animals that Central Kalimantan has. The Central Kalimantan endemic fauna recognition application uses Augmented Reality to introduce rare animals which contains data about rare animals on a mobile basis. Starting from the area where they live, characteristics, main food, and information about why this animal is threatened with extinction. The implementation of this application uses Vuforia SDK and Unity 3D software as creation media. The final result of the application for recognizing Central Kalimantan's endemic fauna using mobile-based augmented reality can be a social media that makes it easier for the government to disseminate important information about protected endangered animals in Central Kalimantan.

Keywords: Introduction Application, Endangered Animals, Augmented Reality, Vuforia SDK, Unity 3D