IMPLEMENTATION OF AN APPLICATION RECOGNIZING THE HISTORY OF CITY ICONS IN INDONESIA USING MOBILE-BASED AUGMENTED REALITY

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ABSTRACT

This research is the result of observations made by the author regarding the lack of interesting and educative learning media to introduce the history of city icons in Indonesia. As time goes by, currently there are many learning methods that utilize technological advances in their application, one application of this technology is Augmented Reality technology. Augmented Reality is a technology that combines two-dimensional or three-dimensional virtual objects into a real environment and then projects them in real time. The data collection process in this research was carried out by means of library research, namely collecting relevant information from thesis sources, scientific journals and the internet. The aim of this research is to increase insight into the history of city icons in Indonesia and increase user experience regarding Augmented Reality technology through the applications and features contained in it.

Keywords: City Icons, Augmented Reality, Learning Media, Indonesia, Applications