MEDIA APPLICATION FOR RECOGNITION OF CULTURAL DIVERSITY USING AUGMENTED REALITY TECHNOLOGY

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ABSTRACT

Augmented Reality (AR) technology is a type of interactive technology that combines real and virtual objects which will produce 3D objects that will be displayed on the screen. Augmented Reality is widely used in various fields, one of which is education. In the field of education, Augmented Reality is used as an introductory medium and as a tool to make it more interesting. This Augmented Reality technology can be applied in introducing culture in Indonesia, one of which is introducing traditional houses. The use of Augmented Reality technology is expected to be able to display traditional house objects in 3D using map images used as markers. There are quite a lot of traditional houses in Indonesia, and when learning Social Sciences all students see are 2D images. So so that students can see the overall shape of traditional house buildings and the uniqueness of each traditional house, students need to make observations of the traditional house. Usually students can see the entire traditional house through dioramas in museums, but by using Augmented Reality technology, students only need a smartphone.

Keywords: Augmented Reality Technology, Traditional House, Culture, 3D, learning.