APPLICATION INTRODUCTION TO TRADITIONAL WEAPONS IN JAVA AS MOBILE AR BASED LEARNING MEDIA

VISCO ADAM BRAMASTA

Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman Yogyakarta
E-mail : viscoadam54@gmail.com

ABSTRACT

Along with the development of modern times, technology can now be used in various ways, for example as an interesting learning medium. Therefore, the author created an application for introducing traditional weapons based on mobile augmented reality to increase students' interest in learning about traditional weapons culture on the island of Java. The author took advantage of the opportunity to create an information application about traditional weapons culture with a 3-dimensional augmented reality feature which is useful as a medium for introduction, knowledge and learning of traditional weapons, especially on the island of Java. In making this application the author also used Unity, the Vuforia database, and Blender as media for creating 3D objects.