

ANDROID BASED AUGMENTED REALITY APPLICATION FOR LEARNING SIGN LANGUAGE FOR THE DEAF

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ABSTRACT

*Communication is the process of conveying messages from one person to another that is done orally and can be understood by each other. However, there are some people who experience communication difficulties, one of which is the deaf. Deaf people are people with special needs who experience hearing and communication difficulties. This research aims to develop sign language learning resources using **BISINDO** and **SIBI** which can be useful and interesting in learning activities. This research also aims to overcome these obstacles by designing and implementing an augmented reality application which aims to facilitate interactive and educational language learning. In this research, augmented reality is used to visualize sign language codes through videos projected on smartphones. This application consists of 3 menus, namely **SIBI**, **BISINDO**, and **MARKER**. Testing using Blackbox shows successful results, meaning the application is as expected. The use of augmented reality in learning sign language for deaf people can increase knowledge about sign language.*

Keywords: Application, Augmented Reality, Sign Language, SIBI, BISINDO, Tuna