

USE OF AUGMENTED REALITY TECHNOLOGY AS AN ANDROID-BASED MEDIA FOR LEARNING TRADITIONAL PAPUAN DANCE

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ABSTRACT

Developing and introducing traditional Papuan dance has many ways of developing and introducing it. This can be proven through several ways of development and introduction, namely print media, mass media and internet media. Augmented Reality (AR) is a technology that can be used to introduce this traditional dance. Through mobile devices and AR devices, it is possible to discover a number of new applications in Situation, knowledge and geographic information retrieval. The Papuan Traditional Arts Culture learning application is created in moving images, dance photos, dance videos and musical instruments which can stimulate students' interest in learning, making it more interesting and easy to understand. This Android-based Augmented Reality interactive learning application uses marker based tracking media for interaction with users using a camera and was created using Unity and Vuforia software to run the application and Blender software to create the objects. The result of writing this study is the application of an Augmented Reality-based introduction application to traditional Papuan dances.

Keywords: *Augmented Reality, Traditional dance, Unity, Vuforia, Marker based tracking, Blender*