

IMPLEMENTATION OF MARKERLESS LOCATION BASED ON THE ANDROID-BASED APPLICATION OF BUILDING & SPACE INFORMATION ON UTY CAMPUS 1

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ABSTRACT

Web information media is very helpful for new students or visitors to find out information about Yogyakarta Technology University. However, the information contained is still general in nature, especially matters regarding the location of the building and the rooms within it. Without prior knowledge, a new student or visitor to the UTY 1 campus often feels confused about finding the place to go. Based on the description of the problem, research was carried out using Augmented Reality technology and the Markerless Location Based method with the aim of building a Building & Space Information Recognition application in 3D form to make it more attractive. The design of this application system was carried out using UML (Unified Modeling Language), C# programming language and Unity 3D tools. From testing the application, the results showed that the function of the application was running as desired, namely successfully displaying room name information in the form of 3D objects and several features that could be used by users. Based on the test results, it is hoped that the application can run smoothly and help students find information regarding buildings or rooms on UTY Campus 1.

Keywords: *Information, Augmented Reality, MLB, Unity, UML*