

Augmented Reality Mobile Application to Help Selection of Furniture in Interior Design

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ABSTRACT

Selection of furniture in the interior design process requires the best decisions to achieve an appropriate balance between function and aesthetics. In overcoming this complexity, the use of Augmented Reality (AR) technology can be an innovative solution by providing an interactive experience, allowing users to visually place furniture in their room. This research explores and develops a Mobile Augmented Reality Application that combines AR capabilities to help select furniture in interior design. The app allows users to explore a variety of furniture options, test style harmony, and gain a deeper understanding of their impact on a room's atmosphere. By focusing on practical needs, this application is expected to reduce uncertainty in decision making, provide realistic solutions, and contribute positively in helping individuals, interior designers and property owners create optimal spaces according to their preferences and needs.

Keywords: *Mobile Application, Furniture Selection, Augmented Reality (AR)*