

APPLICATION FOR INTRODUCING TRADITIONAL MUSICAL INSTRUMENTS UKULELE AND FLUTE USING AUGMENTED REALITY

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ABSTRACT

Introducing traditional musical instruments to the current generation is an important thing to do to preserve culture. Although traditional musical instruments have historical value and artistic uniqueness, interest in introducing and understanding traditional musical instruments often decreases among the younger generation. The use of Marker Based Tracking technology in the context of Augmented Reality (AR) applications has opened up new opportunities to enrich the user experience in understanding and learning traditional musical instruments. This study discusses the implementation of Marker Based Tracking technology in an AR application specifically designed for the introduction of traditional musical instruments as an effort to preserve culture developed using the waterfall and marker based tracking methods. The application was tested using the black box testing method and showed that the application was successfully developed. The application is expected to increase the interest of the younger generation in learning and preserving traditional Indonesian musical culture.

Keywords: *Application, Traditional Musical Instruments, Augmented Reality, Marker Based Tracking*