

# REALTIME BOOK AVAILABILITY APPLICATION IN AR-BASED LIBRARIES

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## ABSTRACT

This study aims to develop an innovative system that enhances both the efficiency and user experience of searching for book information in libraries. This web-based Augmented Reality (AR) system is designed to provide quick and interactive access to book details through ISBN barcode scanning. By utilizing the AR.js library, users can easily point their smart device camera at the ISBN barcode found in the book. The system processes the barcode information and displays an AR overlay in real time, featuring comprehensive details about the book, including the ISBN, title, author, publisher, year of publication, and its availability in the library. Additionally, the system includes a search feature that allows users to find their desired book by title or author, making the search process faster and more convenient. The results of this study are expected to significantly enhance the user experience in accessing book information interactively and efficiently, promote reading and literacy interests, and contribute meaningfully to the advancement of library services by providing more innovative and engaging book information.

**Keywords:** Augmented Reality (AR), Realtime Book Stock, Library