

AUGMENTED REALITY-BASED EDUCATIONAL GAME AND INTRODUCTION TO JAVANESE SCRIPT

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ABSTRACT

Integrating augmented reality (AR) in education has emerged as a significant trend and innovative solution in the digital era. AR in software development within the educational sector is an approach that captivates learners' interest. This study aims to develop an educational game designed to introduce and teach Javanese script to users through an engaging and interactive experience utilizing AR technology. The methodology employed includes stages of needs analysis, design, development, and evaluation. The outcomes of this study are applications that present Javanese script in an appealing and interactive context through the implementation of AR. Evaluation is conducted through black-box testing, and the results indicate that the application functions as intended.

Keywords: *puzzle, Javanese script, augmented reality, educational games, android.*

