

Augmented Reality-Based Application for Introducing the Ancient Egypt History and Culture

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ABSTRACT

Ancient Egypt was a historical civilization in the northeastern region of the African continent, centered in the lower Nile River valley, in what is now the modern-day country of Egypt. One of the most renowned legacies of Ancient Egyptian civilization is the Great Pyramid of Giza, considered one of the greatest architectural masterpieces of the ancient world. The grandeur of Ancient Egypt has captivated many, generating widespread interest in learning more about its history and culture. To facilitate access to this information, an educational application was developed using Augmented Reality (AR) technology. The development process utilized several software tools, including Unity 3D, Vuforia Engine, Android, and Blender, while the programming language used was C#. The resulting product is an Android-based Augmented Reality application capable of displaying historical and cultural information through text and 3D objects.

Keywords: *Ancient Egypt, Augmented Reality, Vuforia Engine, Unity 3D, Blender*