

IMPLEMENTATION OF AUGMENTED REALITY IN ANDROID-BASED RECOGNITION OF YOGYAKARTA KRATON WARRIORS

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ABSTRACT

The Yogyakarta Palace Soldiers (Bregada) are a cultural heritage with high historical and philosophical value. However, conventional information media currently attracts little interest from the younger generation. This research aims to implement Augmented Reality (AR) technology as an interactive medium for recognizing the Bregada. The application was developed using Unity and the Vuforia SDK using a marker-based tracking method. The results showed that the application is capable of displaying 3D soldier objects in real time, along with rotation and zoom features, and dynamic schedule integration via the Google Sheets API. Black Box testing confirmed that all functions functioned as designed.

Keywords: Augmented Reality, Bregada, Yogyakarta Palace Soldiers, Unity, Vuforia, Android.