ABSTRACT

UTILIZATION OF AUGMENTED REALITY TECHNOLOGY WITH PUBLIC FACILITIES APPLICATION BASED ON ANDROID MOBILE PLATFORM CASE STUDY BANDUNG CITY

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Bandung is the one of the larger city in Indonesia, have many good and interesting place make many people be attractive to come visit this city. There are various of public facilities build to support the activity of people in this city such as hospital, hotel, factory outlet, mall, and many more. However, not all people can use this facility, because is located spread in various area in bandung city make this information difficult to receive.

Like we see today, development of technology growing very fast especially in the field of information and telecomunication. This development bring a lot of benefit for human such as location based service giving appropriate information where user are. One of the big invention in the information era is smartphone. Smartphone is the powerful device and have capability to process data and can do task like computer do. Today, there is a number of solution that you can find or use to solve the problem that have been described before. The presence of smartphone make possible to adopted a technology into the device where the technology formerly only be running on the computer. The technology is augmented reality, a technology that allows information to combined with the real world, so that the information provided more tangible and easiear to digest.

The advantages to be gained from augmented reality, gives us a capability to rebuild the application of public facilities to become more powerful to provided the information of public facilities, this application run on android mobile platform named ARPublicFacilities. With this new application, users increasingly easy to find and locate public facilities that are located nearby.

Keyword : Public Facilities, Bandung City, Augmented Reality, Android, ARPublicFacilities