ABSTRACT

WEST JAVANESE CULTURE APPLICATION ANDROID BASED DEVELOPEMENT USING AUGMENTED REALITY

By

SINTA NOVIANTARI
10110925

Particularly in West Java city of Bandung is one of the cities in Indonesia are rich in cultural heritage of old buildings. Various cultures have a place big enough role in introducing the historic culture. In the current conditions, history of a place of culture is often misunderstood because of the less of media information.

Information on expected technological approach historic buildings can be passed on to the wider community with the goal of keeping the old building can be preserved. This condition can be satisfied with the augmented reality technology, where technology allows information to be inserted in a real world view, so that the information provided real time.

In existing problems then built an Application of ARKebudaayan *West Java with Augmented Reality technology implementations. Augmented Reality technology was chosen because it has the advantage that the user obtain information in real time and to generate output to showing information on cell phone screen. This application uses the android platform as seen from the enthusiasm of the public regarding the android is quite large, easily accessible and this platform has been developed as open source.*

This application has performed several such tests Alpha testing, Beta testing and Accuracy. Alpha test results stating that the application is free of syntax errors run in accordance with the function. Beta testing can be concluded that the system built is easy to use (user friendly), helpful and can assist users in finding information a place of culture, this corresponds to the percentage of each user or respondent answers to questions (quesioner) that have been deployed. While testing the accuracy can be concluded that there are several factors that affect the data AR does not appear or inaccurate data being displayed, including the point of view, the shooting distance and additional objects are greeting a marker.

***Keywords**:* ARKebudayaan, *Augmented Reality,* Android, *Markerless,* ARLab