

Abstract

Budayaku application is an application-based 3D Augmented Reality on the Android platform that introduces a custom home archipelago with 3-dimensional objects. This application is made as attractive as possible with 3D home design and a menu that is divided between the three parts of Indonesia time. So it can be used as a medium of learning and hiburan. 3D objects from each of the custom homes are also very accurate to describe custom homes in each area.

This application experiences a character the boys were invited not to forget the customs and cultures, with the advancement of technology there is the introduction of customs and cultures currently applied by changing times, receipts based applications augmented reality, enables children to recognize custom home just from a Augmented Reality-based applications.

The target of Budayaku are children from age 5 to 12 years but did not rule out this application can be used by all people. With the aplikasi that uses Augmented Reality, we hope the public insight into the culture as a wealth of Indonesia growing and able to adhere to the love for Indonesia is growing.

Keywords : **kebudayaan daerah, rumah adat tradisional, *Augmented Reality*.**