

ABSTRACT

Abstract: Ciamis, formerly known as the Tatar Galuh has a lot of interesting royal history with Ciung Wanara as one of the most renowned. Based on interviews with the Head of Marketing DISPAREKRAF in Ciamis District, the fact that children today are more familiar with foreign story rather than the locals, happens because of the massive media publications that employ both digital and print media. While in the other hand, the lack of education - from parents to children - and media publications for local histories such as Kingdom of Galuh Ciung Wanara making it less known to the ears of children. Therefore, it is necessary to create an education media in the form of Story books based on Augmented Reality (AR). Augmented Reality was chosen as the use of digital media for education has become common. The audience target for “Historical Story Book of Ciung Wanara based on Augmented Reality (AR)” are primary school children aged 7-12 years, with socio-economic level of, live in West Java, specifically in East Priangan region, whom used to employ digital media for educational purpose. In conducting the study, the authors used three data collection techniques -Observation, Interview and Literature. The author expect, as a results of research and design, the “Historical Story Book of Ciung Wanara based on Augmented Reality (AR)” will emerge with sufficient interactive presentations.

Keywords: Historical Story Book, Augmented Reality