

ABSTRACT

Application Based Augmented Reality for Indonesia Traditional House is sourced from the learning process about indigenous home materials Indonesia in SDN Dayeuh Kolot 12. Where the learning process is still fairly monotonous by using the book method and the practice is making handicrafts in the form of a house by using wooden sticks and glue as The ingredients. The purpose of this application so that students enthusiasts are more enthusiastic about the custom house of Indonesia where the custom house is very diverse and has its own trademark. The method used in building the Application Based Augmented Reality for Indonesia Traditional House with ADDIE (Analisis, Design, Development, Implementation, Evaluation). The software used is Unity 3D and Blender with C # programming language in making Augmentedede Reality based application. Tests performed on this application using Black Box Testing. With this application is expected to help the process of learning to know more interactive custom homes in SDN Dayeuh Kolot 12.

Keywords: Indigenous House Indonesia, Augmented Reality, Learning Media.