

Abstract

Augmented Reality technology is a technique to put the object of three dimensional virtual into reality. Augmented reality is very interesting and also can be implemented for instructional media. The one of it is to introduce sundanese traditional musical instruments to children. Mostly nowadays, it is only using a regular book media which comes with two-dimensional text and image. However, this method is still conventional so that the children feel bored. The application of augmented reality at the end of the project that will be built i.e. SEMEN application (Sundanese Instrument). This application is the introduction application of sundanese traditional musical instrument for the children based Augmented Reality in which there are supporting images, and equipped with sounds that can be conveyed from the musical instruments. The application is intended for children aged 9 – 12 years old, since the children were in a brilliant state at the time where they could learn faster. The musical instrument in this application consists of five instruments which are Bonang, Saron, Kendang, Jenglong, and Gong. The elements of reality, three-dimensional animation, and sound is more prioritized so the children can feel the object is real. With this application, hopefully can help the children to know and learn the sundanese traditional musical instrument and also gives the good advantages especially for children.

Keywords: musical instrument, application, augmented reality