

Abstract

The unequal quality of arts and culture education of the archipelago can be bad for the preservation of culture in Indonesia, and make most teenagers have a tendency to like in western culture and east asia as Japan and Korea. The unevenness of art and culture props in each school can also make students indifferent to Indonesian art and culture.

By utilizing Mixed Reality technology, students who find it difficult to get art and cultural props will easily explore the tool, without the need for expensive visual and physical props.

Virtual INMUINS is an art and cultural introduction app that brings traditional beat music with Mixed Reality technology that combines Virtual Reality with real-world interaction. This application is a form of simulation to play a traditional musical instrument by shaking a marker that can bring up a tool of hit and can interact with 3D objects of traditional musical instruments in Virtual Reality. Virtual INMUINS can help students to get art and cultural introduction in the form of traditional beat music games that are easy to get just by using a smart phone.

Virtual INMUINS application can be an alternative to introducing Indonesian traditional musical instruments. This application can be implemented in many schools, so it can support the preservation of art and culture, especially Indonesian traditional musical instruments.

Keywords: *Mixed Reality, Indonesian Traditional Musical Instrument.*