

Abstract

Rupiah banknotes are one of the means of payment. Each banknote contains information or visual codes. At the front there is a picture of Indonesian national heroes, while at the rear there are regional images and typical regional dances in Indonesia. Information about heroes and Indonesian culture is one of the subjects in history. This material has already begun to be obtained in Elementary School. But with the learning method using only books, Dasae School students will easily get bored. Then alternative learning media are needed, one of which is to use augmented reality technology. This technology can describe the real world and the virtual world. Based on these considerations, Historia was developed, which is an interactive technology-based interactive learning application that was added to using rupiah banknotes, which had features in the form of interactive cameras to study battle material and Indonesian culture, as well as quizzes to find material information. From the results of the data that have been done, the author draws conclusions from this application easily operated by students because it has an average percentage of 90% while the teacher has an average percentage of 99%. Thus this application can be another alternative in learning the history of heroes and Indonesian culture.

Keywords: augmented reality, banknote, history, hero, culture