

ABSTRACT

Pusat Data dan Informasi Kementrian Kesehatan RI stated that major potential of work accidents and occupational diseases depends on production type, technology used, materials used, spatial and building environment and quality of management and human resources. Meanwhile, the difficulty of getting information from a device causes various actions and decisions that are not in accordance with established standard procedures. On the other hand, the availability of information from a device originating from the manual book provides information in a concrete manner. This makes it difficult to understand information quickly and precisely so decrease interesting for reading it.

Application of AR as information media of battery bank in PT. Telkom WITEL Bandung becomes the right technology utilization to deliver information digitally. Lai and Wang suggested that with AR, users would feel as information appeared directly like a physical object into the real world, so that it makes more realistic and fantastic experience. The use of this technology is very effective because it will give more real and interactive impression so that it is easy to understand, considering the concrete of available manual book.

With the presence of AR technology as information media of battery bank in PT. Telkom WITEL Bandung, users are expected to get detailed information about the various existing batteries so that it is useful for proper use and in accordance with established standard procedures.

Keywords : *Augmented Reality, Marker Based Tracking, Luther-Sutopo Method, Multimedia Development Life Cycle (MDLC)*