Abstract

Every country has a currency with different values. For local people to make a transaction is an easy thing to do. However, for tourists this makes it difficult for them to measure the value and know the visual form of the money of the country visited if converted to the currency of their country. To provide comfort and convenience in every activity and activity, a fast and automated system is needed in this case, namely an automation (automation) system that can provide these facilities to see increasingly sophisticated technological developments that also affect human culture and habits to move faster and automatic.

The application is named Cusion as a currency conversion application based on Augmented Reality (AR) that displays the value and visual form of the country's currency conversion that is most visited by Indonesian tourists based on data from travel agent PT Bayu Buana namely Singapore, Thailand, Malaysia, South Korea and Hong Kong which is applied to smartphone devices with the Android operating system.

The Cusion application is made using 3D Unity and 2D objects, namely rupiah as a marker. When the user directs the android camera to the rupiah, the android screen will display 2D values and objects from the conversion of one of the foreign currencies previously selected on the convert to menu. Currency exchange changes can also be updated automatically by the system or manually by the user via the refresh button.

Keywords: *Conversion, Money, Augmented Reality, Unity and Android*