

ABSTRACT

DESIGNING AN INFORMATION SYSTEM APPLICATION OF HISTORY MUSEUM (SI MUJA) BASED ON AUGMENTED REALITY WITH WATERFALL METHODOLOGY (CASE STUDY: MUSEUM SRI BADUGA BANDUNG)

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In supporting the development of museums in Indonesia, the use of IT is needed as an intermediary to deliver information that is easier and more efficient in order to minimize aspects of human error and increase the learning desires of each individual. The museum currently aims to deliver an educational and recreational mission to the community. The facilities obtained by museum visitors are provided by various media that provide a lot of information.

Sri Baduga Museum Bandung is a museum that provides education about collections - historical objects and the development of life in West Java. At this time the Museum of Sri Baduga Bandung has not applied technology to support learning or education regarding artifacts in the museum. This has become one of the reasons for people's interest in coming to the museum to decline. One solution to these problems is to apply technology to learning media, namely by using Augmented Reality.

Augmented Reality is one form of alternative learning media, it is hoped that in learning activities can be more attractive for students or students and this will increase the number of visits and experiences of museum visitors. In its development using the waterfall method because this method is considered suitable and often used for the development of applications based on Augmented Reality. Information system using Augmented Reality based technology with the waterfall development method. So that the end result of this Information System can help visitors to get to know the artifacts in the museum more interestingly.

Keywords: Augmented Reality, Museum, Learning Media