

Abstract

Batik is one of the results of human intellectual creation that is characteristic of an area. This intellectual property has become part of the culture of Indonesian society but has not received full protection from the government. Batik Museum Laweyan is one of the batik museums in the city of Solo, which was built in 2019. For a museum that is just operating, of course, interesting ideas are needed so that visitors want to visit the batik museum. One of them is with augmented reality technology to introduce fabrics Batik at the Batik Laweyan Museum which is in the city of Solo. Augmented Reality (AR) is a technology that combines virtual objects in the form of two dimensions or three dimensions into a real environment, and then projects these virtual objects into real time. The making of AR in the Laweyan Batik Solo Museum uses the Multimedia Development Life Cycle (MDLC) method, the type of AR used is marker-based tracking. The application is only made for the Android operating system with a minimum version of 5.0 Lollipop

Keyword: augmented reality, batik museum, Solo city