Abstract

AR or commonly known as Augmented Reality is a technology that combines the real world with a virtual world created using a computer, creating a thin distance between the two. With the help of Augmented Reality technology, the real environment around us becomes able to interact in virtual form. Various information about objects and the environment around us can be added to the Augmented Reality system which then various information can be displayed by AR technology as if the information is displayed in a real environment. The creation of this application aims to assist Ndalem Gondosuli Museum in creating uniqueness in marketing their products by using Augmented Reality technology accompanied by the display of user interface design and user experience design that meets the principles in the world of UI/UX (User Interface/User Experience). Then, this application can be used through an android system, this AR application will detect the image that will be used as target/marker, then it's a 3D object in the form of human animation that uses batik clothes will appear above the target/marker and then the animation can explain about the batik fabric chosen using sound media (audio). And for a more complete explanation can be obtained through the writing media.

Keywords: UI/UX Design, Augmented Reality, *Augmented Reality*

Lembar Persembahan

Ubah hidupmu hari ini. Jangan bertaruh pada masa depan, bertindaklah sekarang tanpa menunda".

– Simone de Beauvoir