Abstract

Indonesia has 34 provinces, one of which is West Java which has a variet of cultures, such as dance, music, traditional clothing, and other cultures that form the identity of the province. Because of this, West Java has very many cultures, but not all people are familiar with the culture. Therefore, this application is made so that the general public can be more interested in learning the culture of West Java, especially traditional musical instruments in West Java. At the present time, the way to introduce traditional musical instruments in West Java is to only use books that are equipped with text and 2D. This application is based on Augmented Reality in which there are sounds, information, and explanatory videos about West Java musical instruments, so people are interested in playing it and can feel the object that is being seen real. The method used in making this application is the MDLC (Multimedia Development Life Cycle) method which has stages of concept, design, data collection, assembly, testing, and distribution. With this application, 89% of users state that they can help and facilitate the public in learning traditional musical instruments especially West Java.Keywords: Augmented Reality, musical instruments, applications, West Java, MDLC (Multimedia Development Life Cycle)