

Abstract

The room plan has a role to provide information on where the room is. Many of the new buildings in the Soekarno Hatta International Airport area make the new building not equipped with plans or directions. In the AOCC building in the Soekarno Hatta Airport area, there is also no room plan. The flat plan design method still has weaknesses so that media development such as Augmented Reality is required. This study uses the Multimedia Development Life Cycle (MDLC) method with six stages, namely: concept, design, material collecting, assembly, testing, and distribution. The purpose of this research is to create an Augmented Reality application for the Soekarno Hatta International Airport AOCC Building Plan which contains a room plan map and room name. Based on research conducted on 12 employees at the AOCC building, the results of testing using the User Acceptance Test analysis method showed that the results of user satisfaction with 2D assets and 3D assets were 88.4% and compared with AHP resulted in weighted values for variables with the results. 88.6% so that the results show the feasibility parameters of 2D and 3D assets as the AR plan of the AOCC building.

Keyword: Floor plan, AOCC, Augmented Reality, 2D assets, 3D assets