

ABSTRACT

A building that has many rooms in it, generally has information directions. This direction information is intended as a means for visitors to view location information quickly and accurately. However, this direction information is ineffective that the information required is not properly allocated. There is an Immersal [2] Software Development Kit (SDK) that can understand a user's for indoor. Immersal [2] is an SDK that can build Augmented Reality experiences. Therefore, the solution offered is to create an application that utilizes Augmented Reality in a turn-by-turn indoor navigation system to obtain accurate device positions and routes in guiding trips within the scope of the school building environment.

Keywords: Buildings, Navigation, Immersal, Augmented Reality