

ABSTRACT

The museum is one of the historical tourist attractions that store a lot of knowledge about culture and portraits of the natural conditions of an area. One of the popular museum tours in Indonesia is the Bandung Geological Museum. At the Bandung Geological Museum, visitors will find museum collections such as fossils, rocks, minerals, and many others. In addition, visitors will also know various objects related to geology, ranging from natural disasters, proper use of resources, how to process energy, and many others.

Based on visitor data from the Bandung Geology Museum, it is concluded that the number of visitors has fluctuated up and down over the last four years. This is because the museum manager has not been able to maintain the number of visitors. In addition, all information on museum objects has not been conveyed in full because not all museum objects have detailed explanations. To further increase the interest of the people who visit the Geological Museum of Bandung, it is necessary to improve the way of presenting information through based applications Augmented Reality (AR). Therefore, in this final project, an interactive android application for the Bandung Geology Museum using Augmented Reality technology will be designed which will be used as an interactive and fun information medium. So that it can increase interest for people who visit the Geological Museum of Bandung.

From the results of alpha testing, the application can run well and the results of beta usability testing using the method USE Questionnaire with an average score of 88% are in the Strongly Agree category, indicating that the Gyseum AR application is running well as it should and according to the design.

Keywords: Bandung Geological Museum, Augmented Reality, Interactive Application