

ABSTRACT

The Mutiara Furniture application is a mobile (android)-based application that serves to make it easier for consumers to see previews of furniture products using only smartphones. This application uses augmented reality technology, namely using a smartphone camera and 3d objects. So using augmented reality technology in this application can make it easier for consumers if they want to buy a furniture product but are afraid that it will not fit if placed in their room or are afraid of the size that doesn't fit. The approach used in working on this application is the MDLC methodology. This method is specifically designed for use in the development of multimedia applications. In making this application the author uses the UEQ testing method. The test results using UEQ on the 6 question scales get excellent results.

Keywords: Android, furniture, 3D, augmented reality, MDLC