ABSTRACT

Asi Mbojo One of the museums located in West Nusa Tenggara Province which is an educational tourism object located in Bima City. This museum has a collection of historical objects, and traditional musical instruments. Many visitors do not know how important it is to gain knowledge and consider it less attractive to serve as an educational tourism destination. And the limitations of visitors in obtaining object information at the Asi Mbojo museum. Therefore, the author made the AR Museum Asi Mbojo application. The development of the Asi Mbojo Museum AR application uses the Multimedia Development Life Cycle (MDLC) method. The MDLC method has 6 stages, namely concept, design, material collection, assembly, testing, distribution. Testing the AR Museum Asi Mbojo application using the Black Box Testing and User Experience Questionaire (UEQ) method. The test results using UEQ from 6 question scales get excellent results.

Keywords: Augmented Reality, Museum, 3D Objects.