

## **Abstact**

Tourism destinations are one part of the development of Indonesian tourism. The city of Bandung has a fairly high tourist attraction. Based on tourism conditions and urban development patterns, the city of Bandung can be classified as an urban tourism destination with a variety of potential tourist attractions visited by many domestic and foreign tourists. To support the tourism potential in the city of Bandung, so an information media is needed. Tourists who come to the city of Bandung will need information about the tourist attractions to be visited. To get this information, tourists can use an Android-based Augmented Reality (AR) application. Through this innovation, it is expected that tourists can find information about tourist attractions in the city of Bandung more easily. The design methodology on this final project uses the Multimedia Development Life Cycle (MDLC) method where this method has 6 stages, namely concept, design, material, collecting, assembly, testing and distribution. The testing method used is User Acceptance Testing by distributing questionnaires containing 10 questions via Google Form to 20 respondents. From the results of respondents' answers, it can be concluded that the average percentage of those 10 questions is 87.75%. This percentage can be categorized that respondents "Strongly Agree" that the assets in the Augmented Reality-Based Tourism Object Recognition application in Bandung are interesting and informative.

*Keyword:* Tourism, augmented reality, the city of Bandung