

ABSTRACT

The background of making this application is lack of knowledge about places to visit while at the Sri baduga Museum. This application aims to guide the user so that the user knows what places to visit when the user is at the Sribaduga Museum

This application works in a way that the user first opens the application, then the user must point the smartphone to an unknown place at the Sribaduga Museum, then the application displays a message in the form of a text indicating the location of the place at the Sri baduga Museum.

Based on the application that has been built and the tests that have been carried out, it can be concluded that the Sri Baduga Museum Pointer AR application is a good application and can help visitors when visiting the Sri Baduga Museum to find out the places that must be visited while in the museum.

Thus, the Sri Baduga Museum Placemark AR application has succeeded in achieving its goals. This was proven in user testing involving 27 respondents, where 63% of users strongly agreed that the Sribaduga Museum Place Pointer AR application was very effective as a guide for visitors so they don't get lost when visiting the Sri Baduga Museum.