ABSTRACT

The digital Library, or commonly known as the e-Library, is a system that has a wide range of service objects and information objects that support that access through digital devices. The e-Library service generally only comes with book details and book location so that it looks less interactive and informative, on this final project will be made more interactive and informative with the help of Augmented Reality technology.

Augmented Reality is a technology that combines both two-dimensional and three-dimensional virtual objects and then projects those virtual objects in real time. The augmented Reality created on this final project will show the location of the book that the reader wants by navigating to the book's location. This application will make the library environment more informative and interactive as well as hopefully will facilitate visitors of the library in search of books.

From the test results, all existing content and systems have been running as expected, the application can run optimally with an angle of 45 ° from the target direction. Survey the needs of the best MOS app with a value of 4.8 and the best MOS app benefits survey with a value of 4.76.

Keywords: E-Library, Augmented Reality, navigation.