

ABSTRACT

A building in which has many rooms, generally has information on directions or plans for the building. This information is intended so that visitors who visit can find out information about a room or a place correctly. However, plans like this are often not effective for most people, so the information they want to convey is not conveyed properly. However, in this digital era, there is a technology called Augmented Reality, and a Software Development Kit (SDK) namely Immersal that allows users to interact with the surrounding environment. Therefore, the solution offered is by utilizing Augmented Reality technology in the form of a mobile application on a room direction system to provide information on room directions and routes to the right room.

Keywords: Augmented Reality (AR), Unity, Indoor Navigation, Bandung Geology Museum