

ABSTRACT

This very rapid technological advancement makes us forget the culture that must be preserved, one of which is Sundanese, therefore Sundanese should be taught from an early age, namely at the age of 0-8 years, so that they can communicate politely and know how to speak to people. older, one age, and smaller. The lack of using Sundanese at home makes first graders at State Elementary School 02 Sukapura less proficient in using Sundanese, therefore the author proposes to build an Android-based Augmented Reality (AR) Sundanese Learning Application, this application is a Sundanese learning application equipped with with Marker Based Tracking, which can output audio, 3D objects, Sundanese writing. The application software working method uses the Multimedia Software Development Cycle (MDLC) method. Application testing using the Black Box Testing method. This application can be used on the Android operating system with specifications of 2GB RAM, Android version 5.0 Lollipop at least, and a camera of at least 8 Megapixel. It is hoped that this Augmented Reality-based Sundanese learning application can make first graders of State Elementary School 02 Sukapura have an interest in preserving Sundanese culture in the future.

Keywords: Sundanese Language Learning Application, Augmented Reality, Android Operating System, State Elementary School 02 Sukapura, Marker Based Tracking