ABSTRACT

Merlingga Addy Bijaksana. Augmented Reality application design on stone age artifacts for the Purbalingga puppet & artifact museum. 2021. Visual Communication Design Study Program. Faculty of Creative Industries. Telkom University.

Indonesia as one of the big countries with diverse cultures has given birth to cultures with distinctive features in each region forming the histories that are so meaningful for future cultures that have values that can be learned from the past, one of which is by visiting museums as a place where relics from the past are placed for the purpose of preservation and learning for the community to recognize their identity through history. one of them is the Museum of Puppets and Artifacts Purbalingga is one of the museums located in Purbalingga Regency with various collections of relics found in the Purbalingga area. Stone age relics are scattered in various places which make visitors do forbidden dates to these places so far from one place to another that it takes a long time to travel so they cannot maximize their time. With the design of an augmented reality museum application on Interactive media for stone age artifacts for the puppet museum & Purbalingga artifacts, it can make it easier for people to see stone age artifacts in one application through Augmented Reality media and also as one of the new media in attracting museum visitors, especially young people. The method used is a combined method with data collection through literature study, observation, interviews as data related to the application design of the Puppet Museum and Purbalingga Artifacts with Augmented Reality-based interactive media.

Keywords: Museum, Augmented Reality, Application Design, Animation, Interactive Media.