

# DAFTAR ISI

|                                                           |    |
|-----------------------------------------------------------|----|
| LEMBAR PENGESAHAN                                         | i  |
| LEMBAR PERNYATAAN ORISINALITAS                            | ii |
| Kata Pengantar                                            | iv |
| Abstrak                                                   | v  |
| Abstact                                                   | vi |
| Bab 1 Pendahuluan                                         | 1  |
| 1.1 Latar Belakang                                        | 1  |
| 1.2 Perumusan Masalah                                     | 3  |
| 1.3 Tujuan                                                | 3  |
| 1.4 Ruang Lingkup Proyek Akhir                            | 3  |
| 1.5 Metodologi Penyelesaian Masalah                       | 4  |
| 1.6 Rencana Jadwal Pengerjaan                             | 5  |
| Bab 2 Tinjauan Pustaka                                    | 6  |
| 2.1 Daya Tarik Wisata                                     | 6  |
| 2.2 <i>Augmented Reality</i>                              | 6  |
| 2.2.1 <i>Augmented Reality</i> Berbasis <i>Marker</i>     | 6  |
| 2.2.2 <i>Augmented reality</i> Berbasis <i>Markerless</i> | 7  |
| 2.3 Unity                                                 | 7  |
| 2.4 Blender                                               | 7  |
| 2.5 Sketchup                                              | 8  |
| 2.6 Android                                               | 8  |
| Bab 3 ANALISIS DAN PERANCANGAN                            | 9  |

|       |                                                  |    |
|-------|--------------------------------------------------|----|
| 3.1   | Metodologi Pengerjaan                            | 9  |
| 3.1.1 | Konsep ( <i>Concept</i> )                        | 9  |
| 3.1.2 | Perancangan ( <i>Design</i> )                    | 9  |
| 3.1.3 | Pengumpulan Bahan ( <i>Material Collecting</i> ) | 14 |
| 3.1.4 | Pembuatan ( <i>Assembly</i> )                    | 14 |
| Bab 4 | Implementasi dan Pengujian                       | 21 |
| 4.1   | Implementasi                                     | 21 |
| 4.2   | Pengujian                                        | 22 |
| 4.2.1 | Metode Pengujian <i>User Acceptance Testing</i>  | 22 |
| 4.2.2 | Hasil dan Pembahasan                             | 26 |
| Bab 5 | Kesimpulan dan Saran                             | 33 |
| 5.1   | Kesimpulan                                       | 33 |
| 5.2   | Saran                                            | 33 |
|       | Daftar Pustaka                                   | 34 |
|       | Lampiran                                         | 36 |
|       | Lampiran 1: Hasil Kuesioner Google Form          | 36 |
|       | Lampiran 2: Waktu Pelaksanaan Proyek Akhir       | 41 |