

DESIGN OF GUNUNGKIDUL TOURISM VILLAGE INTRODUCTION APPLICATION BASED ON AUGMANTED REALITY

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ABSTRACT

The current COVID-19 pandemic has made it difficult for people to visit several tourist attractions in Gunungkidul. The reason is the government's decision regarding regional restrictions in several cities to prevent the transmission of COVID-19. So people are required to stay at home instead of traveling out of the house (Bascha et al., 2020). Thanks to the collaboration between Gunungkidul and the Institute of Aerospace Technology Adisutjipto Yogyakarta (ITDA), which is a private university where the author studies. So the author is directed to help introduce tourist attractions in Gunungkidul. One way to introduce these tourist attractions is to use Augmented Reality technology to introduce some of the tours in Gunungkidul. In this study the method used is the Multimedia Development Life Cycle, where this method has 6 stages, namely concept, design, collecting material, assembly, testing and distribution using AR Marker Based Augmented Reality. Marker based AR is often called image recognition which usually requires a special visual object and a camera to scan it. Based on the test results from the research that has been done, it can be concluded that the design and implementation of the Gunungkidul tourism introduction application using augmented reality is going well, as evidenced by user comments stating that the application is easy to understand and use. The results of the application design in the form of an augmented reality tourist village of Gunungkidul is very helpful for introducing tourist villages in Gunungkidul. The application runs well on android version 9.

Keywords: Augmanted Reality, Tourism Village, Gunungkidul, Android