

ABSTRACT

The government and Bank Indonesia (BI) have officially issued a new Rupiah currency for the 2022 Emission Year, The Banknotes of the 2022 Emission Year consist of Rp.100.000, Rp. 50.000, Rp. 20.000, Rp. 10.000, Rp. 5.000, Rp. 2.000, Rp. 1.000 while maintaining the main image as on The Banknotes of the 2016 Emission Year. Even so, the public is still not educated and it is necessary to create an information system regarding digital-based images printed on The Banknotes of the 2022 Emission Year, one of which is augmented reality technology using the marker-based tracking method with The Banknotes of the 2022 Emission Year paper as a marker. Augmented reality technology has experienced very rapid development and is used in almost all scientific fields. Augmented Reality can provide visualization of 2D and 3D objects in the real world through camera media. The purpose of this study is to utilize augmented reality as a medium of information about the history of national hero figures and information about traditional dances, Indonesian landscapes, and Indonesian endemic floral on Banknotes of the 2022 emission year. The research was conducted using the Multimedia Life Cycle (MDLC). Based on the test results of the Blackbox method, states that all functionalities in the ARTOS application are running well. Then the test results using the System Usability Scale (SUS) method got an average score of 80,875. So it can be concluded that the ARTOS application has Acceptability Ranges with an acceptable level of acceptance, the Grade Scale belongs to group B, and the Adjective Ratings are in a good category. So, as a whole, it can be stated that the ARTOS application meets the usability criteria and can be accepted based on user perceptions.

Keywords: *Banknotes of the 2022 Emission Year, Augmented Reality, MDLC, Blackbox, SUS*