ABSTRACT

Indonesia has many monuments spread from Sabang to Merauke, because of the many historical events. So, to be able to explore the historical monuments spread across Indonesia, can only be done by visiting the region, so not all levels of people can easily visit all regions of Indonesia. Based on these problems, an application was created which aims to be an educational medium for introducing historical monuments in Indonesia by utilizing Augmented Reality technology. Application Design uses Augmented Reality technology with an MDLC (Multimedia Development Life Cycle) approach. Based on the Black Box Testing results, all functions in the application function well. The final results of the evaluation by Testing using the System Usability Scale (SUS) method with 30 respondents received a score of 78.83. So, it can be concluded that the Augmented Reality application as an educational medium for historical monuments in Indonesia in the adjective rating category is GOOD with a grade scale of C. So, usability based on this data has an acceptable level of acceptance and it can be said that this application is suitable for use.

Keywords : Augmented Reality, MDLC, Monument.