

**Pengenalan Tari Tradisional Bondowoso Pada Anak Melalui  
Augmented Reality Berbasis Android** (*Introducion To Bondowoso  
Traditional Dance In Children Through Augmented Reality Android  
Based*). Pembimbing (Aji Seto Arifianto, S.ST., M.T.)

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***ABSTRACT***

*Bondowoso is a multicultural city located in a district in East Java which has an interesting history, stories, culture and arts to learn about. This is evidenced by the existence of traditional Bondowoso dances, among which the most famous are the Kona Mask dance, Ronteg Singo Ulung, and Molong Kopi. The problem in this study is the low interest of children in preserving Bondowoso traditional dance and print media, mass media and internet media can only display pictures or videos without involving interaction with users. The design method used to build this research entitled "Introduction to Bondowoso Traditional Dance for Children Through Android-Based Augmented Reality" is the Multimedia Development Life Cycle (MDLC) method which consists of 6 stages, namely concept, design, material collection, manufacture, testing and distribution. . Tests were carried out with BlackBox and User Acceptance Testing (UAT), while the results from BlackBox the features tested met and were as expected and the results from User Acceptance Testing (UAT) obtained 89% of 61 respondents. The analysis carried out is an analysis of the level of use, analysis of the level of accuracy of markers, analysis of plugins supporting augmented reality and analysis of user acceptance (UAT).*

**Key word :** Bondowoso, Dance, MDLC