

**Aplikasi Pengenalan Alat Musik Tradisional Indonesia Menggunakan  
Augmented Reality (Application For Recognizing Indonesian Traditional Musical  
Instruments Using Augmented Reality), Aji Seto Arifianto, S.ST., M.T.  
(Pembimbing)**

**Firman Abdi Syah Putra  
Study Program of Informatics Engineering  
Majoring of Information Technology**

***ABSTRACT***

*Every region in Indonesia has a wide diversity, one of which is a traditional musical instrument, each region has its own distinctive musical instrument, for example the province of Papua has a musical instrument called Tifa. With so many cultures that we have, we as Indonesian people should preserve this culture from being attracted by foreign cultures or being claimed by other countries. One of them is by introducing traditional musical instruments from an early age through schools, especially kindergartens. The problem that occurs in kindergarten schools is the difficulty of introducing musical instruments due to limited information because it is only through the media of books and this is of course less interactive for early childhood. By utilizing Android-based Augmented Reality media combined with 3D animation objects and additional text and sound, it can help attract children's learning about the introduction of traditional musical instruments. The development method in this study starts from problem identification, literature study, surveys, system development and results analysis. For the system design method used in making this application is the Multimedia Development Life Cycle whose stages are concept, design, material collection, manufacturing, testing and distribution. The results of testing this application use two stages, namely user acceptance testing which produces a value of 86.8%, and blackbox testing which results in the features of the application running as expected.*

**Keywords:** *augmented reality, Introduction to traditional musical instruments, 3 dimension, vuforia, based marker, Method MDLC*