

**Rancang Bangun Aplikasi Pengenalan Rumah Adat Di Indonesia**  
**Menggunakan Teknik Belajar *Augmented Reality* Berbasis Mobile Dengan**  
**Metode *Marker Based Tracking*** (Design And Build Application Of Introduction  
To Traditional House In Indonesia Using Augmented Reality Learning  
Techniques Based On Mobile With Marker Based Tracking Method.)

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**ABSTRACT**

Augmented Reality or often abbreviated as AR is a technology that enriches our real environment by adding a line of digital information to it. Unlike (Virtual Reality) VR, AR does not create an entire artificial environment to replace the real environment with a virtual one. AR appears in a live view of the existing environment and adds sound, video, and graphics to it. Thus, AR is a manifestation of the physical environment of the real world, coupled with computer-generated images that alter the perception of reality. The method used is Marker Based Tracking which is an augmented reality method that recognizes markers and identifies the pattern of the marker to add a virtual object to the real environment. The object to be used is the Traditional House, a house building that characterizes or is a typical building of an area in Indonesia that symbolizes the culture and characteristics of the local community. Indonesia is known as a country that has diversity and rich culture, various languages and ethnicities from Sabang to Merauke so that Indonesia has a large collection of traditional houses. Until now, there are still many tribes or regions in Indonesia that still maintain traditional houses as an effort to maintain cultural values that are increasingly being displaced by modernization culture. With the creation of this application, it is hoped that it can help users to facilitate the teaching and learning process so that this application can be used as well as possible.

Keywords: Augmented Reality, Marker Based Tracking, Traditional Houses, Android