

UNIVERSITAS INTERNASIONAL BATAM

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Designing Learning Media About Rengasdengklok Incident With Augmented Reality

Stenly Mandala Putra
1631052

ABSTRACT

Indonesia is a country with various history and tradition. Ever since Indonesia declared independence in 17th August 1945 Indonesia keep on developing, but before that, there was an important incident that happened called the Rengasdengklok incident that changed Indonesia in the 1945s. The main purpose of this project is to help explaining the incident of Rengasdengklok that happened in 16th August 1945 before Indonesia declared independence. The learning media will be in the shape of an application that will be implemented in android platform with 2 main features, which is the video player and the augmented reality camera. This will be implemented in Play Store and the video will be implemented in Youtube. The animation will be made by the Animiz Animation Maker and the application with the Unity Engine and Vuforia add-on for creating augmented reality camera. The method used will be the multimedia development life cycle (MDLC).

Keywords: Rengasdengklok, Android, Youtube, Unity Engine, Augmented Reality, MDLC.