

Undergraduate Project
Department of Information System
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**Development of Android Based Augmented Reality to Refine
Decency of Buddhist via 2D Animated Video**

ABSTRACT

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To learn decency and moral related issues, religious education is needed. In perspective of Buddhism, the surrounding environment can influence one's decency and to enhance it one must study Panna, Sila, Samadhi, and Dana. This study aims to provide ethical knowledge and moral messages using the Augmented Reality technology in 2D animation videos based on Android since it is proven to be effective in improving for understanding the concepts. The method used in this research is Multimedia Development Life Cycle (MDLC). The result of the study yields an Augmented Reality based on Android covering topic of teaching Buddhism ethics for Buddhists in 2D Animation Videos. The video was designed by the researcher using Adobe Animate, Adobe Photoshop, Adobe Premiere, Unity, and Vuforia. Test results conclude that the application is feasible to teach ideal decency of Buddhism.

Keyword: *Augmented Reality, Android, Decency, Buddha Religion, Video, 2D Animation.*