AUGMENTED REALITY FOR NAVIGATING AND INTRODUCING FACILITIES IN THE INFORMATICS ENGINEERING BUILDING ON ANDROID

Name	: Ade Dwi Chayono
NIM	: 6304211386
Name Of Supervisor	: Rezki Kurniati, M.Kom

Abstract

This research aims to develop an Augmented Reality (AR) application that can be used for navigation and introduction to facilities in the Bengkalis State Polytechnic Informatics Engineering Building. This app is designed to help new students and visitors understand and navigate the often confusing campus environment. By utilizing AR technology, this application will provide an interactive guide that shows the route to each laboratory and provides detailed information about existing facilities, namely the laboratory. The method used in this research is the Multimedia Development Life Cycle (MDLC), which includes the stages of planning, design, development, testing and application launch. In the planning stage, a user needs analysis is carried out to ensure the application meets user expectations. The results of the research can make it easier for new students and visitors, as well as provide more interactive and visual information about campus facilities. Thus, the application functions as navigation, but also supports technological development in the campus environment. This research can provide benefits to the learning experience at Bengkalis State Polytechnic.

Keywords: *Augmented Reality, navigation, facility introduction, MDLC, Bengkalis State Polytechnic.*