

ABSTRACT

The zoo is one of the recreational areas that are considered able to provide entertainment and knowledge of the fauna to the public, one of which is a garden Bandung Zoo. As in general, the zoo presents information on the fauna to complement the function of education to visitors. The problem faced is the only form of information delivery by information boards that are less able to support the functions of the zoo as a place of learning about the fauna. Moreover, the lack of effectiveness of the media to deliver information that must be treated so as not consumed by time.

In the present study discussed how to implement mobile application as a medium to deliver information for 3D objects in the zoo based on the android operating system. By using the technique of SLAM (Simultaneous Localization and Mapping), the environment of the enclosure will be mapped into a 3D form, so visitors can find out information about fauna just by pointing the camera in the smartphone towards the existing environment in the cage. Fauna so that the delivery information can be conveyed in a clear and effective.

Keyword : SLAM, Zoo, Mobile Application, Android