

Abstract

At this time the traditional game of petak umpet is rarely played by childrens. In addition to the inadequacy of the play area, a lot of game technology that makes this traditional game is forgotten by the current generation.

Petak Umpet VR created as a solution because the loss of a traditional game of petak umpet which has many benefits for the growth character of a child. Petak Umpet VR is a multiplayer game application based on Android which is the modernization of the traditional game of hide and seek by using technology Virtual Reality and Augmented Reality to preserve the traditional game of hide and seek.

Petak Umpet VR game application carries three historic buildings in Indonesia as a playground, there are Prambanan Temple, Jam Gadang and Tongkonan. Selection of a play performed by the player who plays as a guard in two ways, there are through a 3D object is displayed with a marker or a select button directly available in the application. Players who act as seek (hide) must enter the IP address obtained from a smartphone that acts as a guard (guard fortress), so that all players will be connected and included in the same playground.

After the survey was conducted through multiple scenarios testing of Petak Umpet VR game application. More than 50% stated that this application is interesting and useful to preserve the traditional game of petak umpet.

Keywords: Petak umpet, Virtual Reality , Augmented Reality , game applications , multiplayer .