

Abstract

Tuna Daksa (physically disability) are people who can't control or enable the normal movement caused by the broken or interrupted due to interference or obstacles on the shape of the bones, muscles, and joints. The limit of physical condition makes people with physical disability difficult to explore science, especially in the field of culture that would be more understandable if they can interact directly with the culture.

By utilizing the technology of Virtual Reality, people with a physical disability can feel or observe the new environment without having to come to the venue. Then, this technology really help people who have difficulty to explore something.

Real Rumah Adat is traditional house introduction application based on Virtual Reality and Augmented Reality by using Gaze Point for interaction. This application implements a miniature form of virtual reality-based traditional houses that added 3D objects which are the main items that exist on each traditional houses. And there is one character that serves as a guide in using the application. Interactions that performed by the user is entering into a traditional house, walk around in traditional house, pick information up about the object that exist in the traditional house and move certain objects in traditional house. Real Rumah Adat on mobile devices support user in terms of adding their knowledge about traditional house.

Keywords: Tuna daksa, *Physically Disability, Virtual Reality, Traditional House*