

Abstract

Augmented Reality Technology is a technique that incorporates 3D virtual objects into real environment. Augmented Reality is very interesting and can also be implemented for learning media. Currently most of the guitar chord learning media still rely on media such as books or internet tutorials by looking at images of chord form that is still less interesting. It is felt still not maximized, because the visualization is only in the form of two-dimensional (2D). This study aims to create a guitar chord based learning application augmented reality as a guitar chord learning media that can display three-dimensional (3D) chord form along with an explanation of the finger placement on the guitar. Making this application using software Unity 3D and Vuforia. To be able to operate this application the user must have a marker first in the download marker menu that has been provided in the application. From the results of testing black-box testing and Testing Tester, applications built to function properly is appropriate between the input given and the output generated by the application. built applications can run well on some android smartphone devices, namely android version of Jelly Bean, Kitkat, Lollipop, Marshmallow and Nougat. Based on the results of several tests that have been done, it can be concluded that the application of learning guitar chords based on Augmented Reality has been made well and according to the design, and get a positive response from the user.

Keywords: Guitar Chord, Augmented Reality, Marker, Unity 3D, Vuforia.