Abstract

Sundanese script has become mandatory mandatory in several educational institutions. Learning activities can be done easily and effectively if using technology. Therefore we need technology that can facilitate the learning process of Sundanese script. Augmented Reality (AR) as learning media. It is hoped that this technology can facilitate the learning process of Sundanese script.

Making AR as a learning medium of Sundanese script uses the method of Multimedia Development Life Cycle (MDLC), the type of AR used is marker-based tracking. The application is only made for the Android operating system with a minimum version of 4.4 (Kitkat). In this research, questionnaires were distributed to 183 students of Telkom Bandung Bandung Middle School.

The results of this study are an Augmented Reality application as a learning media based on Sundanese script type tracking that is able to display 3D model shapes, videos on how to use Sundanese letters, questions, and sounds. The results of the black-box test show all application components are doing well. To test the effectiveness of getting a value of 78.2% applications included in the effective category.

Keywords: Augmented Reality, Marker-based tracking, Android, Sundanese script, MDLC