

ABSTRACT

Traditional game is a part of the variety of cultures that have been growing up in Indonesian and often played by the children. Before knowing the modern technology and electronics, the children can enjoy the happiness and togetherness of their peers. At present, time has shifted, most of them still don't know what the traditional game is and how to play it and this caused by the lack of socialization of traditional game to the children and information media that try to get children closer to traditional game are still limited. Augmented reality is one of the modern technology and electronics progress that display 3D illustration. This Technology can help to educate children about traditional game. The methods used to collect the data are study of literature, observation, interviews, and the analytical methods used are matrix analysis and STP analysis. This design aims to create augmented reality books for children aged 9 -12 years, so they can find out about the traditional game and build their interest on playing it.

Keywords : Books, Augmented Reality, Children, Traditional Games