

Abstract

The city of Bandung, which is the capital city of West Java, is one of the cities that has a large area. For tourists who are visiting tourist attractions in the Bandung City area for the first time, tourists often come only to well-known tourist attractions even though those nearby tourist attractions are often close to other tourist attractions, but are rarely visited due to lack of information. This Bandung City tourism map application was created to provide tourist information that is close to each other so that tourists do not focus on one tourist spot only, by grouping adjacent tourist attractions in the form of Augmented Reality-based maps. Augmented Reality (AR) is a technology that combines virtual objects in the form of two dimensions or three dimensions into a real environment, and then projects these virtual objects into real time. This application can also display tourist buildings that can be used as additional information for tourists they will visit which is also based on Augmented Reality. The type of AR used is marker-based tracking. The method used in this study is the MDLC (Multimedia Development Life Cycle) method. This research produces an Android-based Augmented Reality application that can produce information on several nearby tourist attractions in the form of a map. The application is only made for the android operating system with a minimum version 5.0 (lollipop).

Keyword: augmented, tourism and arts city of Bandung