

ABSTRACT

Museums generally display historical objects such as heirlooms and artifacts. To observe this object more clearly visitors usually touch the display case or even hold the objects directly. The implementation of new normal behaviour expect people to avoid either direct or indirect.

This study aims to find an alternative solution for reducing contact in museum, in this case by implementing the Augmented Reality (AR) technologies as one of the solution for reducing contact in museums. By implementing it in form of mobile application that using Android operating system supported by Unity AR Foundation and ARCore. This research conducted at Keraton Kanoman in Cirebon City.

The results of performances test show that 4 out of 10 objects displayed and can run 60 Hz refresh rates and 60 fps. However the AR/VR development in Android is still limited due to ARCore incompatibility issues, the device proofs to run smoothly without having significant refresh or frame rates drop.

Keywords: *AR, ARCore, Android, Device, Frames*