ABSTRACT

Abstract— The need for interior design and furniture is the main thing to look for in designing a house. Not infrequently many people rent a classy interior design in order to have a dwelling that fits the target they want. Apart from hiring interior design services, many people look for references through pictures and several internet platforms. However, not all of these references can be applied to the room. It is difficult to visualize and difficult to find furniture that matches the one in the reference. Many people prefer to design their own room with some existing references, by designing their own room will make the comfort and adjustment of the character easier and provide a different experience when occupying it because of the results of their own design. So from this, the idea was created to create a Houset website that helps users in designing their own rooms and visualizing rooms with Augmented Reality (AR) technology. Aiming to understand and meet user needs, of course, pay attention to UI and UX design analysis using the User Centered Design method. In meeting the wishes and needs of users, several aspects are considered, such as visual aspects and user aspects.
Keyword : Houset, furniture, interior design, UX (User Experience) and UI (User Interface)