

ABSTRACT

Multimedia Applications Learning Regional Musical Instruments in Indonesia Using Augmented Reality Technology was built to facilitate the general public in order to increase interest in learning the culture of the Indonesian nation. In the initial stages of making Multimedia Applications for Regional Musical Instrument Learning in Indonesia Using Augmented Reality Technology begins with the stages of data analysis, system design, and also interface design. Multimedia Applications Learning Regional Musical Instruments in Indonesia Using Augmented Reality Technology was built using Vuforia and Android Development Tools for systems development, Blender 3D as a 3D object maker, Adobe Photoshop as a user interface design editor, CorelDraw as an editor to create markers from Augmented Reality and Unity 3D as a script editor. Regional Indigenous People Learning Clothing Multimedia Applications in Indonesia in Primary School Children Using Augmented Reality Technology can run on a minimum android smartphone specification OS 6.0.0 Lollipop, Qualcomm Snapdragon 435 processor, 5.20 inches screen size, 3 GB RAM, and 8 rear camera MP. Development of a Multimedia Application System for Learning Regional Musical Instruments in Indonesia Using Augmented Reality Technology can provide learning not only in the general public but also for children who want to broaden their knowledge about the arts and culture of the region, especially regional musical instruments found in Indonesia.

Keywords: *Multimedia learning, augmented reality, regional musical instruments, android*