*Paper Style*

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# Introduction (*Heading 1*)

Previously, we were grateful to the lecturer who guided us on the project we made this time.The temple is a building that is very sacred by the people, because the temple is a relic from prehistoric times. Temples are also usually for worshiping Hindu religious communities. Jago Temple, located in East Java, is very trusted by the local community as a very sacred monument, this temple is very futuristic, different from temples in Indonesia. We made an application to give insight to everyone about this temple. And in the future not only for temples only, but for temples throughout Indonesia. this application is in the form of ar program where this application if we scan the barcode located in the temple will bring up the history of the templein the form of images and explanations

# Ease of Use

## Selecting a Template (Heading 2)

We chose this AR program project so that people can get to know and know the history of the temple that appears on their cellphones and display images and stories from the temple.

## Maintaining the Integrity of the Specifications

The design we use in this application is interesting so that people can easily understand what is explained in our application, and many features that they can access such as about this app, they can understand the applications they use

# Prepare Your Paper Before Styling

Before we make this paper as perfect as possible, we visit the temples located in Malang, more precisely in the area called Tumpang, when visiting this temple we took photos asking for information to those who know better about this temples such as when to find this temple, the history of this jago temple, is this temple often used for worship and others. After we get all the information we can we make a prototype of this temple, we collect ideas from each of our group members and become one idea. Like the appearance of the application, the function of the application. The first stage of running the application that we make is the user first creates an account on the vuforia engine and then enters the target image for our AR target. After finishing creating the target image, the next process we make is the main menu of the application consisting of "Play, Help, About App, and Exit ".

# Using the Template

The AR application that we use completely is perfect and we will develop it so that the application we use can scan all the temples in Indonesia, not only the temples. We made this application so that the Indonesian people can understand the history of all temples in Indonesia and not forget history, like the sentence uttered by Ir. Soekarno "JAS MERAH" (DO NOT FORGET HISTORY) because the history of the relics of the kingdoms in Indonesia is very important for us to remember. The application that we use is very easy and practical to be used by Indonesian people and gives a lot of insight about the history of the temple they see. The theory that we use in this application is based on augmented reality,

Augmented Reality is a technology that expands our physical world by adding layers of digital information into it. Unlike VR (Virtual Reality), AR does not create an entire artificial environment to replace the original with the virtual.

AR appears in the live view of the environment and adds sound, video and graphics to it.

So, AR is the appearance of the real world physical environment, coupled with computer-generated images that change the perception of reality. Augmented Reality (AR) is the merging of real and virtual objects in a real environment, running interactively in real time, and there is integration between objects in three dimension, which is virtual objects integrated in the real world. The way AR works can be displayed on various devices such as glasses, screens, cellphones, and so on. For the device to function properly, certain amounts of data in the form of videos, images, animations, and 3D models need to be used.

So, people can see the results in artificial and natural light. AR uses SLAM (Simultaneous Localization and Mapping) technology, sensors, and depth gauges. For example, collecting sensor data to calculate the distance from the sensor location to an object.

##### References

[*https://www.jagoanhosting.com/blog/teknologi-augmented-reality/*](https://www.jagoanhosting.com/blog/teknologi-augmented-reality/) *(reference)*

[*https://elib.unikom.ac.id/download.php?id=267941#:~:text=Augmented%20Reality%20(AR)%20adalah%20penggabungan%20benda%2Dbenda%20nyata%20dan,dalam%20dunia%20nyata%20%5B1%5D.*](https://elib.unikom.ac.id/download.php?id=267941#:~:text=Augmented%20Reality%20(AR)%20adalah%20penggabungan%20benda%2Dbenda%20nyata%20dan,dalam%20dunia%20nyata%20%5B1%5D.) *(reference)*