# CHAPTER I INTRODUCTION

## **1.1 Background Selection of Titles**

Augmented Reality (AR) according to Brian (2012) is a term related to the environment that combines the real world with the virtual world created by computers making the boundary between the two very thin. This system is more directed towards the environment in real or real terms, realistically prioritizing this system.

Augmented Reality according to Grace (2011) aims to take the real world as a basis for the incorporation of many virtual technologies and add conceptual data in order to understand humans as users and become increasingly clear.

Conceptual data can be in the form of comments, audio, location data, historical contexts and other forms.

With the technology of Augmented Reality, the real environment around us can run inteaction in digital (virtual) form. Information about the objects and environments around us can be added to the augmented real system, then information is displayed on the world screen in real time as if the information is real. Fernando (2013)

Augmented Reality function is to increase the perception of someone from the world around him and make some real and virtual worlds as a new interface that can show relevant information and can help in the fields of education, training, repair or maintenance, manufacturing, military, games and all kind of entertainment.

**1.2 The Purposes**

## The purpose of making this report are:

1. As readers can know what is Augmented Reality.
2. As readers can know what are advantages of Augmented Reality.
3. As readers can know what is Unity.
4. As readers can know what are items and tools requirement for making a Augmented Reality App on Unity.
   1. **The Issues**

In this part I will explain about the issues when making this report. There are three main problem:

1. Augmented Reality
2. Advantages of Augmented Reality
3. Items and tools requirement for making Augmented Reality App on Unity