



Mobile-based Augmented Reality for Sundanese Alphabets Education

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Abstract



In 2017, the Indonesian Ministry of Higher Research and Education reported that the smartphone user in Indonesia had achieved about 25% of the total citizen or about 65 million people. This trend is beneficial to utilize smartphone for promoting traditional cultures in Indonesia, especially to the teenagers that are steadily moving forward to modern culture.

This research aims to build an Android-based application with an augmented reality feature to enhance the experience of learning traditional Indonesian heritage, especially traditional alphabets. CARIOSAN is a mobile application with the purpose to preserve the Sundanese alphabets and prevent it from extinction. The main features in the application are AR-based Sundanese alphabets recognition, Rarangken information, Sundanese alphabets writing canvas, and quiz feature to assess user understanding of the Sundanese alphabets. We interviewed 35 respondents for measuring the usability, the easiness of use, the information coverage, the interface, and the novelty of the application. The results showed that the developed application was highly useful and interactive in providing the essential information of Sundanese alphabets although with a novelty score only above 50 percent.

Keywords : Sundanese Alphabets, Culture, Mobile Application, Augmented Reality.

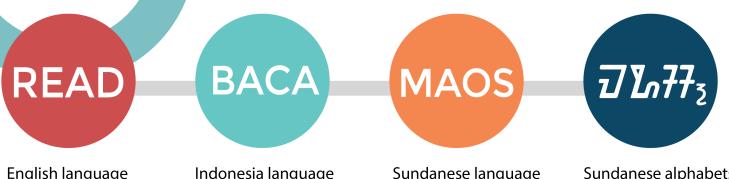
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Background

A more advanced era, make teenagers started leaving the culture. Like local language or other local cultures, many teenagers who do not understand or even know their native language. In this study, the Sundanese Alphabet have started a phase of extinction. There have been many instances of education or Schools in West Java were implemented a learning about the Sundanese Alphabet. Augmented Reality technology has become a technology that is said successful in education. Augmented Reality is expected to provide experience and a deep understanding for the subject of learning. Then, teenagers can learn about Sundanese Alphabet through their Smartphone by using Augmented Reality to make them understand about their local language and implement Sundanese as daily language.

Example :



Making Augmented Reality technology useful as a learning method in the field of learning culture and language.

Introducing Augmented Reality technology as an attractive learning method that increases the desire to find out more about culture and language.

Benefits of Research

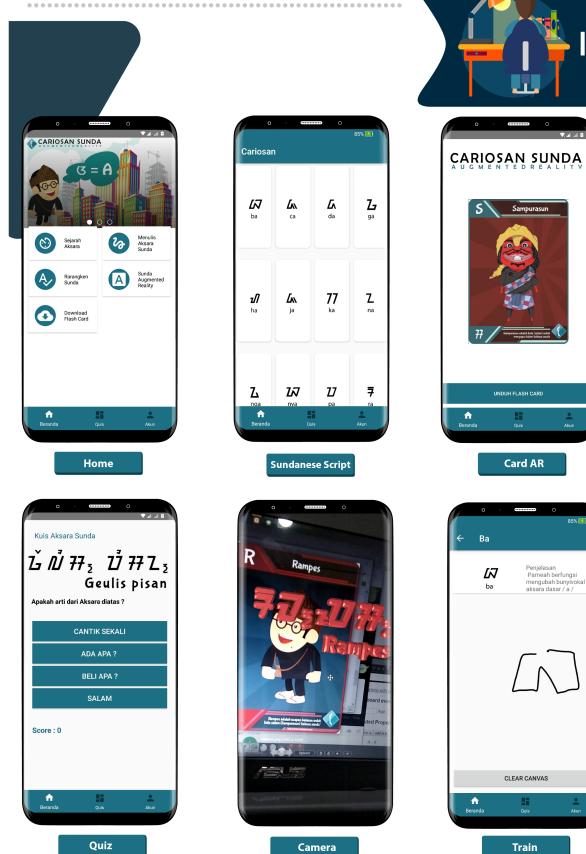


Able to increase curiosity and knowledge about local languages especially from West Java (Sundanese) among Indonesian teenagers.

Can be a suggestion for Dispubdar in socializing the regional regulations of the province of West Java regarding the maintenance of language, literature, and regional alphabets.

Participate in preserving sundanese language, especially Sundanese Alphabets , to public.

Interface



Result



the results of 35 responses :

