

ABSTRACT

LEARNING MEDIA TO INTRODUCTION CULTURES OF COUNTRIES IN THE WORLD WITH AUGMENTED REALITY TECHNOLOGY ON MOBILE DEVICES

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Every country in the world has cultures which not the same as the others, because the difference of nature conditions, knowledges, beliefs and traditions of the people that owned by each country. So far, world cultures information obtained from books, television and print media, needed mobile application that contains information about cultures of countries in the world which can use everywhere and also added augmented reality technology so learning activities will be more interesting. Augmented reality is a term to combine virtual and real scene together to achieve that virtual ones are belong to the real world. To use this application, direct smartphone camera to marker that contain country map picture. FAST algorithm can accelerate system performance to marker detection, after system detected the marker will appear cultures of country's pictures object.

Keywords : Learning Media, Mobile Applications, World Cultures, Augmented Reality, FAST (*Features from Accelerated Segment Test*)

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