

DAFTAR ISI

| | |
|--|-------------|
| HALAMAN JUDUL | i |
| PERNYATAAN | iii |
| HALAMAN PERSETUJUAN | iv |
| HALAMAN PENGESAHAN | v |
| HALAMAN PERSEMBAHAN | vi |
| ABSTRAK | vii |
| ABSTRACT | viii |
| KATA PENGANTAR | ix |
| DAFTAR ISI | xi |
| BAB I PENDAHULUAN | 1 |
| 1.1 Latar Belakang | 1 |
| 1.2 Ruang Lingkup..... | 3 |
| 1.3 Rumusan Masalah..... | 3 |
| 1.4 Tujuan Penelitian | 4 |
| 1.5 Manfaat Penelitian | 4 |
| 1.6 Sistematika Penulisan | 4 |
| BAB II LANDASAN TEORI | 6 |
| 2.1 Landasan Teori..... | 6 |
| 2.1.1 <i>Augmented Reality</i> | 6 |
| 2.1.2 <i>Marker Based Tracking</i> | 6 |
| 2.1.3 Brosur | 6 |
| 2.1.4 Promosi..... | 6 |

| | | |
|---|---|-----------|
| 2.2 | Perangkat Lunak Pengembangan Sistem | 7 |
| 2.2.1 | Sketchup | 7 |
| 2.2.2 | Vuforia SDK..... | 7 |
| 2.2.3 | Unity 3D | 7 |
| 2.2.4 | Android SDK..... | 7 |
| 2.3 | Metode Pengembangan Perangkat Lunak..... | 8 |
| 2.4 | Unified Modeling Language (UML) | 9 |
| 2.4.1 | Diagram Use Case | 9 |
| 2.4.2 | Activity Diagram | 11 |
| 2.5 | <i>Storyboard</i> | 12 |
| 2.6 | <i>Black Box Testing</i> | 12 |
| 2.7 | Penelitian Terdahulu | 12 |
| BAB III METODOLOGI PENELITIAN..... | | 17 |
| 3.1 | Metode Pengumpulan Data..... | 17 |
| 3.1.1 | Studi Pustaka | 17 |
| 3.1.2 | Observasi | 17 |
| 3.1.3 | Dokumen | 17 |
| 3.2 | Metode Pengembangan Multimedia | 17 |
| 3.2.1 | Concept (Perencanaan)..... | 17 |
| 3.2.2 | Analisis Kebutuhan Perangkat Lunak | 18 |
| 3.2.3 | Analisis Kebutuhan Perangkat Keras | 18 |
| 3.2.4 | Rancangan Yang Diusulkan | 18 |
| 3.2.5 | Design..... | 22 |
| 3.2.6 | Material Collecting..... | 25 |
| 3.2.7 | Assembly | 27 |
| 3.2.8 | Testing (Pengujian)..... | 29 |
| 3.2.9 | Distribution..... | 29 |
| BAB IV HASIL DAN PEMBAHASAN | | 30 |
| 4.1 | Hasil Penelitian | 30 |

| | | |
|--|---|-----------|
| 4.1.1 | Tampilan Aplikasi | 30 |
| 4.2 | Pembahasan..... | 36 |
| 4.2.1 | Pengujian Aplikasi..... | 36 |
| 4.3 | Kelebihan dan Kekurangan Aplikasi | 40 |
| BAB V KESIMPULAN DAN SARAN..... | | 42 |
| 5.1 | Kesimpulan | 42 |
| 5.2 | Saran | 43 |
| DAFTAR PUSTAKA | | 44 |
| LAMPIRAN | | 48 |