

***AUGMENTED REALITY BOOK* PENGENALAN CAGAR BUDAYA PURA PUSEH DESA TUMBU BERBASIS FOTOGRAMETRI**

Oleh

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ABSTRAK

Budaya merupakan suatu hasil pemikiran manusia yang diturunkan dari masa ke masa, generasi ke generasi, baik dalam hal kepercayaan, alat bantu dalam kehidupan sehari-hari, seni, dan lainnya. Pelestarian ini perlu dilakukan, mengingat warisan budaya bendawi (*tangible*) terutama cagar budaya memiliki sejarah, estetika, keunikan, dan etimologi yang terkandung didalamnya (*intangible*). Salah satu cagar budaya yang cukup bersejarah di antaranya terdapat di Pura Puseh Desa Tumbu, yang terletak di Banjar Tumbu Kelod, Desa Tumbu, Kecamatan Karangasem, Kabupaten Karangasem. Berdasarkan hasil pengamatan, Beberapa struktur benda yang termasuk cagar budaya di pura ini adalah benda-benda yang diyakini berasal dari periode Bali Kuno tahun 1247 Saka atau 1325 Masehi. Dari deskripsi tersebut, peneliti mempunyai solusi berupa media pengenalan dan inventarisasi benda cagar budaya berbentuk *Augmented Reality Book* dengan menggunakan teknik fotogrametri (*Photogrammetry*) terhadap benda cagar budaya yang berada di Pura Puseh Desa Tumbu, sehingga kedepannya dapat dijadikan media untuk memperkenalkan objek-objek cagar budaya sekaligus melestarikan objek dari kerusakan tertentu. Dalam pengembangan, peneliti menggunakan metode MDLC (*Multimedia Development Life Cycle*) yang terdiri dari Konsep (*Concept*), Desain (*Design*), Pengumpulan Bahan (*Obtaining Material*), Pembuatan (*Assembly*), Pengujian (*Testing*), dan Distribusi (*Distribution*), sehingga produk *Augmented Reality Book* yang dihasilkan lebih terstruktur dapat menarik minat masyarakat yang ingin melihat langsung bentuk benda cagar budaya tanpa harus berinteraksi secara fisik dengan benda.

Kata Kunci: *Augmented Reality*, Fotogrametri, Pura Puseh Desa Tumbu, MDLC, Budaya

AUGMENTED REALITY BOOK INTRODUCTION OF CULTURAL HERITAGE IN THE VILLAGE OF PURA PUSEH TUMBU BASED ON PHOTOGRAMMETRY

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ABSTRACT

Culture is a product of human thought that is passed down from time to time, by generation to generation, both in terms of beliefs, daily life tools, art, and others. This type of preservation needs to be done, bearing that every material (tangible) that cultural heritage had, has history, aesthetics, uniqueness, and etymology contained therein (intangible). One of the place with quite historical cultural heritages is located at Puseh Temple in Tumbu Village, Banjar Tumbu Kelod, Tumbu Village, Karangasem District, Karangasem Regency. Based on researcher observations, several belonging that considered as cultural heritage at this temple are objects that are believed to be originated from the Old Balinese period of 1247 Saka or 1325 AD. From this description, researcher have a solution of digital media introduction and inventory of cultural heritage objects in the form of Augmented Reality Books using photogrammetry technique for cultural heritage objects in the Puseh Temple of Tumbu Village, so that in the future it can be used as a medium to introduce cultural heritage objects while preserving the object from certain damage. While in development, researchers used MDLC (Multimedia Development Life Cycle) method which consisted of Concept, Design, Obtaining Material, Assembly, Testing, and Distribution, so that Augmented Reality Book products that are produced in a such of structured way can attract the interest of the public who want to see first-hand forms of cultural heritage objects without having to physically interact with them.

Keywords: Augmented Reality, Photogrammetry, Tumbu Puseh Temple, MDLC, Culture