

**PENGEMBANGAN MEDIA EDUKASI *AUGMENTED REALITY*
ARTHASASIH DALAM LONTAR *TURUNAN BHATARA MANUT SASIH*
DI MUSEUM GEDONG KIRTYA**

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ABSTRAK

Lontar *Turunan Bhatara Manut Sasih* adalah salah satu warisan budaya Bali yang sarat akan nilai filosofis dan religius. Namun, pemahaman masyarakat terhadap isi lontar terbatas karena penggunaan bahasa *Kawi* , aksara Bali, serta minimnya media pendukung di Museum Gedong Kirtya. Oleh karena itu tujuan penelitian ini untuk mengembangkan media edukasi berbasis *Augmented Reality (AR)* dalam bentuk aplikasi *ArthaSasih* guna menyajikan informasi lontar secara visual, interaktif, dan mudah dipahami. Hasil penelitian menunjukkan bahwa aplikasi *Artha Sasih* yang dikembangkan dapat berjalan sesuai fungsi, memiliki kualitas konten yang baik, serta antarmuka yang mudah digunakan. Berdasarkan hasil *evaluasi*, aplikasi memperoleh nilai sangat tinggi pada seluruh aspek. Peningkatan minat dan pemahaman pengguna terhadap isi lontar dapat didukung melalui media ini, sekaligus membantu upaya pelestarian budaya Bali. Berdasarkan hal tersebut, aplikasi *Artha Sasih* layak diterapkan sebagai media edukasi di Museum Gedong Kirtya.

Kata Kunci : *Augmented Reality*, Lontar, Media Edukasi, *Artha Sasih*.

**DEVELOPMENT OF AUGMENTED REALITY EDUCATIONAL MEDIA
“ARTHASASIH” BASED ON THE LONTAR TURUNAN BHATARA
MANUT SASIH AT GEDONG KIRTYA MUSEUM**

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ABSTRACT

Lontar Turunan Bhatara Manut Sasih represents one of Bali’s cultural heritages that carries deep philosophical and religious significance. However, its content is not easily understood by the general public due to the use of the Kawi language and Balinese script, along with the limited availability of supporting media at Gedong Kirtya Museum. To address this issue, this study focuses on developing an Augmented Reality (AR)-based educational application called Artha Sasih. The application is designed to present the lontar content in a more visual, interactive, and accessible way for users. The results of this study show that the developed application functions properly, offers good content quality, and provides a user-friendly interface. Based on the evaluation results, the application achieved very high scores across all assessed aspects. In addition, it helps increase users’ interest and understanding of the lontar content while also supporting efforts to preserve Balinese culture. Therefore, the Artha Sasih application can be considered suitable as an educational media at Gedong Kirtya Museum.

Keywords : *Augmented Reality, Lontar, Educational Media, Artha Sasih.*