

LAPORAN SKRIPSI
GAME EDUKASI MENGGUNAKAN AUGMENTED REALITY
BERBASIS KOORDINAT DI GREEN FRESH FARM

Diajukan untuk memenuhi syarat guna mencapai gelar Sarjana Komputer program studi Game Technology Universitas Katolik Soegijapranata Semarang



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ABSTRACT

Tourist destinations in Indonesia are incredibly diverse. One of these destinations is Green Fresh Farm, located in the Gunungpati district, specifically in Jatirejo Village. Green Fresh Farm serves as a place for dairy cow farming and is also a tourist destination. Children visit this place not only for recreational purposes but also to learn about cows.

The creation of the MooLand AR game aims to determine whether MooLand AR is accepted as a means for introducing and educating about cattle farming at Green Fresh Farm, including education about cattle barn facilities, feeding techniques for dairy cattle, and education about cattle diseases. The development of MooLand AR follows the waterfall model. It commences with the requirement phase to verify the necessary conditions like AR and GPS. Subsequently, in the design phase, the assets, gameplay, and audio are designed. In the implementation phase, the game is developed using Unity by integrating GPS and AR. Then, in the verification phase, the game is tested and analyzed for alignment with its objectives. The final phase, maintenance, focuses on refining the game based on feedback and suggestions from players who have tested it.

Based on the test results, the MooLand AR game is accepted as a means of introducing and educating visitors about cows at Green Fresh Farm. The analysis results indicate that the game correlates with ease of use, utility, and enjoyment, making MooLand AR successful and accepted as an educational game about cows at Green Fresh Farm.

Keywords: Augmented reality, GPS, educational game, cows