# ABSTRACT

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**"Interactive Visualization and Navigation of Tourist Attractions in Jakarta with Android-based Augmented Reality"**

(xv+92+ Appendix)

The development of tourism in Indonesia increases every year, but the dissemination of tourist information in Jakarta is still manual and less in line with advances in digital technology. This research develops an Android-based Augmented Reality (AR) application that displays 3D visualizations of tourist attractions in Jakarta such as TMII, Ragunan, Monas, Kota Tua, and Ancol Beach, with historical information, facilities, location, and directions. By using this application, tourists can easily obtain tourist information, know the distance, and get navigation to the tourist attractions they want to visit. This research uses the SDLC software development method with the Waterfall model which includes planning, modeling, construction, and implementation stages. Data collection is done through literature studies from various sources related to AR technology, tourism, and Android-based applications. The results show that the application is able to visualize tourist objects well, detect markers, and display audio and text information that makes it easier for tourists. Feature testing shows optimal performance in various conditions, with an SUS score of 85 (Excellent), indicating that this application is very useful and acceptable to users. This application is expected to improve the tourist experience and support tourism promotion in Jakarta.

Reference (2003 - 2024)