

ABSTRACT

OPTIMALIZATION OF SITE INSPECTION IN THE CONSTRUCTION PROJECT WITH THE IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY

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Construction projects in Indonesia until now still use conventional methods or still use paper media to carry out site inspection activities, which are often found problems in the work. This research conducts the implementation of Augmented Reality technology-based inspection activities on the Jakarta State University Phase 2 Building Construction Project to minimize existing work errors and optimize the implementation of inspection activities with Augmented Reality-based technology. The method used to measure the level of effectiveness of the use of Augmented Reality-based technology with interview sessions with sources on the project under review. The results obtained in the interview session are calculated using the likelihood method to measure the tendency of parameters to use Augmented Reality-based technology. There is a total average weight of 4.81 for the construction field supervisor and a total average weight of 4.75 for the engineer. It can be said that the use of Augmented Reality-based technology can optimize the implementation of site inspection activities on construction projects.

Key words: Site Inspection, Building Information Modeling, Augmented Reality, Autodesk Revit, Unity Reflect, Integration

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