

ABSTRACT

Design of Learning Media About Traditional Indonesian Blown Instruments for Children through Augmented Reality

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Education in Indonesia has a long history that reflects the nation's journey in achieving national development goals. Although there have been continuous efforts to improve the quality and relevance of education, several challenges such as disparities between regions, educational infrastructure that still needs to be improved, and suboptimal teaching quality remain issues that need to be addressed. Indonesian traditional music history education also faces challenges, especially in the mismatch between the teaching methods used and students' interests. One of the main obstacles is the lack of student engagement in hands-on experience with traditional music, which is often taught theoretically without adequate practical experience. By utilizing Augmented Reality technology, users can access in-depth information about the history, playing techniques, and unique characteristics of traditional musical instruments. AR provides an interactive learning experience by projecting three-dimensional models of musical instruments onto students' surrounding physical environment, allowing them to interact directly with the instruments. The flute, as an example of a traditional musical instrument, is the focus of this research. Preliminary evaluation results show that AR learning media can increase student motivation and participation, while providing a more enjoyable and effective approach in acquiring knowledge about traditional musical instruments. This research has great potential in improving the learning of traditional musical instruments as well as supporting the preservation of cultural heritage through innovative technological approaches.

Key words: *Augmented Reality, Traditional Musical Instruments, Learning Media*

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