



Abstract

This study is entitled “Museo De La Salle Augmented Reality Virtual Tour” which primary objective is to develop an application that gives the visitors of Museo De La Salle further information about the museum and the artifacts it has. This study benefits the museum, tour guides, students and visitors, and future researchers.

The main feature of this Android application is the implementation of Augmented Reality, which allows the user to view and manipulate the 3-dimensional model of the artifact. This also allows the user to view information of the certain artifact and an animation of how it is used. The 360° Virtual Tour allows the user to view the rooms of the museum one certain viewpoint. This feature includes all functional rooms in the museum except for the offices and storage areas. The search feature of the application allow users to find particular artifacts that has a 3D model and view its information.

This study is limited to recognize at most thirty artifacts for it was the number recommended and approved by the OIC of Museo De La Salle and will not be uploaded to Google Play until proper copyright arrangements are done.

The system was evaluated by 100 respondents consisting of museum staff and guests in terms of usability, functionality, and reliability. The system garnered a rating with an average mean of 4.6 out of 5.