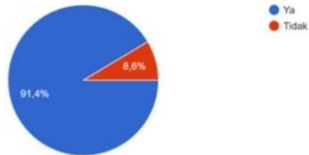


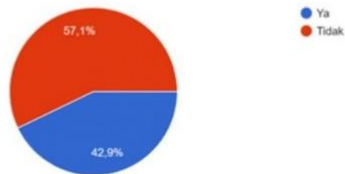
LAMPIRAN – LAMPIRAN

Berikut ini diagram lingkaran dari detail hasil *survey* terhadap 35 responden usia 13-15 tahun.

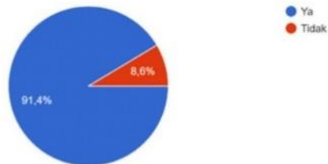
Apakah di sekolah mempelajari Aksara Jawa di mata pelajaran Bahasa Daerah?
35 tanggapan



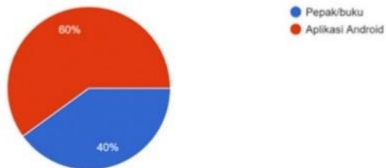
Apakah belajar Aksara Jawa sulit?
35 tanggapan



Apakah belajar Aksara Jawa di sekolah masih memakai pepak/buku?
35 tanggapan



Jika belajar di pepak/buku diganti belajar lewat aplikasi di Android, lebih tertarik mana?
35 tanggapan



Berikut ini penulisan kode program (Coding) yang dipakai dalam pembuatan aplikasi game edukasi aksara jawa.

```
MainMenus.cs X
D:\UNIVERSITAS YUDHARTA PASURUAN > Semester 8 > SK R I P S I > Project >
4 using UnityEngine.SceneManagement;
5
6 public class MainMenu : MonoBehaviour {
7
8     // Use this for initialization
9     void Start () {
10
11     }
12
13     // Update is called once per frame
14     void Update () {
15
16     }
17
18     public void MenuBelajar(){
19
20         SceneManager.LoadScene("AksaraMenu");
21     }
22
23     public void MenuKuis(){
24
25         SceneManager.LoadScene("soal1");
26     }
27
28     public void MenuPetunjuk(){
29
30         SceneManager.LoadScene("Petunjuk");
31     }
32
33     public void MenuKeluar(){
34
35         SceneManager.LoadScene("Harning");
36     }
37
38     public void ButtonYa(){
39
40         Application.Quit();
41     }
42 }
```

```
AksaraMenus.cs X
SURUAN > Semester 8 > SK R I P S I > Project > Skripsi_AksaraJawa (bukan asli) >
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class AksaraMenu : MonoBehaviour {
7
8     // Use this for initialization
9     void Start () {
10
11     }
12
13     // Update is called once per frame
14     void Update () {
15
16     }
17
18     public void tombol_Da(){
19
20         SceneManager.LoadScene("Aksara_Da");
21     }
22
23     public void tombol_Ca(){
24
25         SceneManager.LoadScene("Aksara_Ca");
26     }
27
28     public void tombol_Ha(){
29
30         SceneManager.LoadScene("Aksara_Ha");
31     }
32 }
```

```
UrlOpens.cs X
D:\UNIVERSITAS YUDHARTA PASURUAN > Semester 8 > SK R I P S I > Project >
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class UrlOpen : MonoBehaviour
6 {
7     public string Url;
8
9     public void Open()
10 {
11     Application.OpenURL (Url);
12 }
13
14 }
15 }
```

```
AudioManager.cs X
D:\UNIVERSITAS YUDHARTA PASURUAN > Semester 8 > SK R I P S I > Project > Skripsi_Aks
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class AudioManager : MonoBehaviour {
6     public AudioClip suaraAksara;
7
8     AudioSource audioSource;
9
10    private float timer;
11
12    void Awake(){
13        audioSource = GetComponent<AudioSource>();
14    }
15
16    // Use this for initialization
17
18    // Update is called once per frame
19    void Update () {
20        timer += Time.deltaTime;
21    }
22
23    public void KlikAudio(){
24
25        if(timer >= 0.5){
26            timer = 0;
27            audioSource.clip = suaraAksara;
28            audioSource.Play();
29        }
30    }
31
32 }
```

```
Skor.cs PiliHSoal.cs PiliHSoal2.cs
D:\UNIVERSITAS YUDHARTA PASURUJAN > Semester 8 > S K R I P S I > Project > Skripsi_Aksarajawa
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5 using UnityEngine.SceneManagement;
6
7 public class PiliHSoal : MonoBehaviour {
8
9     public void benar(){
10         AddScore();
11     }
12
13
14     void AddScore(){
15         PlayerPrefs.SetInt("skor", PlayerPrefs.GetInt("skor")+20);
16     }
17
18     void Start(){
19         PlayerPrefs.SetInt("skor", 0);
20     }
21
22
23 }
```

```
ButtonKembali.cs
D:\UNIVERSITAS YUDHARTA PASURUJAN > Semester 8 > S K R I P S I > Project > Skripsi_Aksarajawa (bukan asli) > Assets > MyScene
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class ButtonKembali : MonoBehaviour {
7
8     // Use this for initialization
9     void Start () {
10
11     }
12
13     // Update is called once per frame
14     void Update () {
15
16     }
17
18     public void MenuUtama(){
19
20         SceneManager.LoadScene("MainMenu");
21     }
22
23     public void MenuAksara(){
24
25         SceneManager.LoadScene("AksaraMenu");
26     }
27
28
29 }
```

```
D:\UNIVERSITAS YUDHARTA PASURUJAN > Semester 8 > S K R I P S I > Project > Skripsi_Aksarajawa
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5 using UnityEngine.SceneManagement;
6
7 public class PiliHSoal2 : MonoBehaviour {
8
9     public void benar(){
10         AddScore();
11     }
12
13
14     void AddScore(){
15         PlayerPrefs.SetInt("skor", PlayerPrefs.GetInt("skor")+20);
16     }
17
18
19 }
```

```
Skor.cs PiliHSoal.cs PiliHSoal2.cs
D:\UNIVERSITAS YUDHARTA PASURUJAN > Semester 8 > S K R I P S I > Project > Skripsi_Aksarajawa
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class Skor : MonoBehaviour {
7
8     public string nilai;
9
10     // Update is called once per frame
11     void Update () {
12         GetComponent<Text>().text=PlayerPrefs.GetInt(nilai)+"";
13     }
14
15
16 }
```

Berikut ini adalah 10 marker yang digunakan dalam menampilkan objek aksara jawa di aplikasi.



wa



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Berikut ini barcode untuk mengunduh aplikasi aksara jawa.



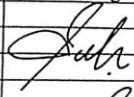
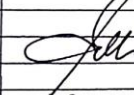
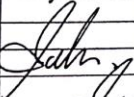
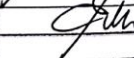
Berikut ini tabel Correlation test dari hasil T-Test di SPSS.

		Correlations							
		X.1	X.2	X.3	X.4	X.5	X.6	X.7	T
X.1	Pearson Correlation	1	,649**	,776**	,531**	,426*	,445*	,402*	,862**
	Sig. (2-tailed)		,000	,000	,006	,034	,026	,046	,000
	N	25	25	25	25	25	25	25	25
X.2	Pearson Correlation	,649**	1	,503*	,513**	,585**	,193	,203	,777**
	Sig. (2-tailed)	,000		,010	,009	,002	,354	,331	,000
	N	25	25	25	25	25	25	25	25
X.3	Pearson Correlation	,776**	,503*	1	,509**	,483*	,308	,212	,767**
	Sig. (2-tailed)	,000	,010		,009	,014	,134	,308	,000
	N	25	25	25	25	25	25	25	25
X.4	Pearson Correlation	,531**	,513**	,509**	1	,564**	,191	,050	,706**
	Sig. (2-tailed)	,006	,009	,009		,003	,361	,812	,000
	N	25	25	25	25	25	25	25	25
X.5	Pearson Correlation	,426*	,585**	,483*	,564**	1	,308	,157	,736**
	Sig. (2-tailed)	,034	,002	,014	,003		,134	,453	,000
	N	25	25	25	25	25	25	25	25
X.6	Pearson Correlation	,445*	,193	,308	,191	,308	1	,560**	,553**
	Sig. (2-tailed)	,026	,354	,134	,361	,134		,004	,004
	N	25	25	25	25	25	25	25	25
X.7	Pearson Correlation	,402*	,203	,212	,050	,157	,560**	1	,496*
	Sig. (2-tailed)	,046	,331	,308	,812	,453	,004		,012
	N	25	25	25	25	25	25	25	25
T	Pearson Correlation	,862**	,777**	,767**	,706**	,736**	,553**	,496*	1
	Sig. (2-tailed)	,000	,000	,000	,000	,000	,004	,012	
	N	25	25	25	25	25	25	25	25

** . Correlation is significant at the 0.01 level (2-tailed).

LEMBAR BIMBINGAN SKRIPSI

Nama : Heru Kurniawan Ramadani
NIM : 2016.690.400.13
Jurusan : Teknik Informatika
Konsentrasi : Pengembangan Aplikasi Game
Judul : Game Edukasi Aksara Jawa Menggunakan Augmented Reality Berbasis Android

No	Tanggal	BAB	Materi Bimbingan	Tanda Tangan Pembimbing
1	5/3/2020		Penentuan judul (via wa)	
2	29/3/2020	1	Bimbingan bab 1 (via wa)	
3	20/4/2020	2	Bimbingan bab 2 (via wa)	
4	1/5/2020	3	Bimbingan bab 3 (via wa)	
5	10/5/2020		Revisi 1 (via wa)	
6	11/5/2020		Revisi 2 (via wa)	
7	29/5/2020		Revisi 3 (via wa)	
8	2/6/2020		Revisi 4 (via wa)	
9	14/6/2020		Acc revisi (via wa)	
10	5/7/2020		Bimbingan project I	
11	26/7/2020		Bimbingan project II	
12	30/7/2020		Bimbingan project III	
13	4/8/2020		Bimbingan project IV	

Pasuruan, 4 Agustus 2020

Pembimbing,



Walidni Syaihul Huda, M.Kom

Biodata Pribadi

1. Nama : Heru Kurniawan Ramadani
2. Jenis Kelamin : Laki-laki
3. Tempat tgl lahir : Pasuruan, 1 Februari 1994
4. Kebangsaan : Indonesia
5. Status : Belum menikah
6. Tinggi, Berat Badan : 165 cm, 71 kg
7. Agama : Islam
8. Alamat : Jl. Taruna Bakti no. 22, RT 01/RW 02,
Kel. Kutorejo, Kec. Pandaan,
Kab. Pasuruan, Jawa Timur
9. No. HP : 085 655 390 170
10. E-mail : herukurniawan43@gmail.com



B. Riwayat Pendidikan

1. TK : TK PGRI Kutorejo (1998-2000)
2. SD : SD Negeri Kutorejo 2 (2000-2006)
3. SMP : SMP Negeri 1 Pandaan (2006-2009)
4. SMK : SMK Negeri 1 Gempol (2009-2012)
5. Perguruan Tinggi : Universitas Yudharta Pasuruan,
Fakultas Teknik, Program Studi
Teknik Informatika S1 (2016-2020)

C. Pengalaman Kerja

1. Operator di Point Net Surabaya (Agustus-September 2012)
2. Teknisi di Dynasty Computer Indonesia (Januari 2013-sekarang)

D. Kemampuan

1. Analisa dan perbaikan Laptop, PC, dan Printer
2. Mengetik 10 jari
3. Microsoft Office (Word, Excel, Power Point)
4. 3D modelling