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作品名稱 **Introduction of Omed-Omedan Tradition
Through Augmented Reality-Based Card
Games To Increase The Love of Local
Culture**

得獎獎項

國家 **Indonesia**

就讀學校 **SMA NEGERI BALI MANDARA**

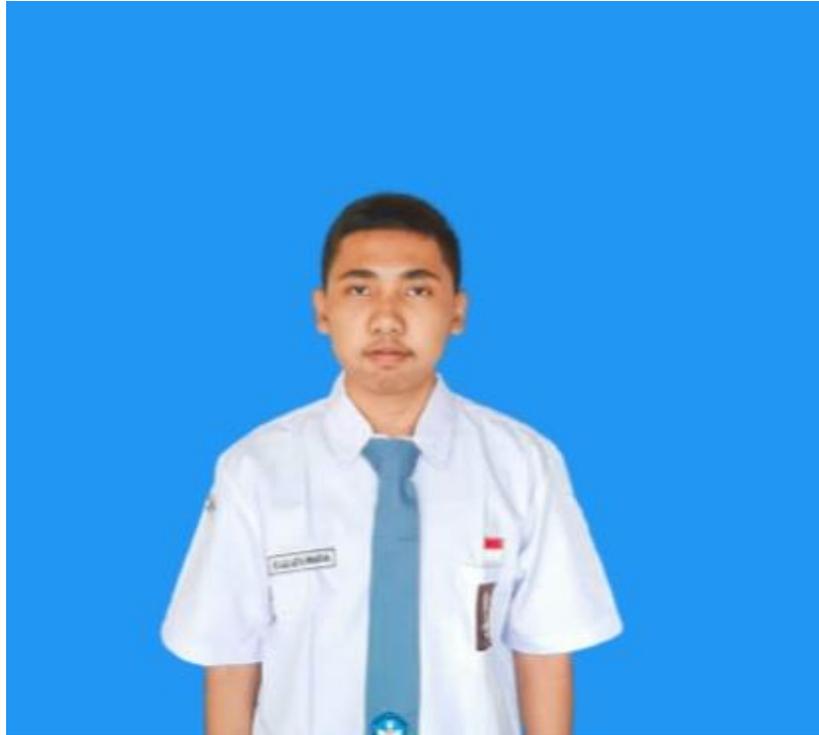
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關鍵詞 **Omed-omedan 、 Tradition 、 Augmented
reality**

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ABSTRACT

This research is motivated by the differences in the people's perceptions, mainly youth about the omed-omedan tradition. The difference is that many people think that the omed-omedan tradition violates the norms of decency and is also called the pornography tradition. The purpose of this study is to, 1) describe the mechanism of applying omed-omedan tradition recognition attitudes through augmented reality-based card games, 2) analyze the impact resulting from the application of omed-omedan tradition recognition attitudes through augmented reality-based card games, and 3) analyze about the feasibility of application resulting from the application of omed-omedan tradition recognition attitudes through augmented reality-based card games. This research is a type of R&D research conducted at Bali Mandara State High School from July 1-September 6, 2021. The subjects of this study were the teenagers of Kaja Sesetan Indigenous Village and the object of this study was the omed-omedan tradition through augmented reality-based card games. The data collection method used is the literature studies, questionnaires, interviews, and validation questionnaires. Data is processed based on qualitative descriptive approach and quantitative descriptive approach. The results showed that the mechanism of implementing the omed-omedan tradition originated from the download of assistive devices, namely android studios and applications from AR, the impact of augmented reality-based card games was seen as very helpful in the introduction of the omed-omedan tradition and was seen as able to help increase the love of local culture, besides that the media used was also very popular by players because it was seen as interesting and very helpful. Based on the feasibility tests that have been calculated, this game is considered very feasible to implement and researchers hope that the innovations that have been created can effectively provide understanding to help out the local community about omed-omedan tradition.

1. INTRODUCTION

"Bali Island is one of the most famous tourist destinations in the world. Based on Paliwahet., et al 2017 Bali is one of the 10 most visited tourist destinations in 2018". Bali set a record as the best tourist spot in the world because of its natural wealth, interesting phenomena, customs and its very diverse culture add its own attraction. One of the traditions in Bali is the omed-omedan. This tradition is often carried out during the day of the geni or the day after *nyepi*. *NYEPI* is a day when Hindus exercise self-control through meditation. The tradition of omed-omedan has a meaning the Balinese-Indonesian dictionary derived from the word "*OMED*" which means attraction, then if "omed-omedan" is attraction to each other (Mahardika 2015). According to I Made Sudama as a *prajuru* (traditional Balinese stakeholder), before the omed-omedan event begins will begin with a prayer at *BANJAR* (small area in Balinese Village). *BANJAR* is a gathering youth group in the village, and then *PRAJURU* is a people which govern *BANJAR*. After the ceremony is over and the first event is a *BARONG BANGKUNG* show. *BARONG BANGKUNG* is a Balinese sacred performance that displays a representation of the power of God Almighty. The young group lined up facing each other will exchange places three times, after which the event will begin and previously given advice so that the event runs safely, peacefully and smoothly (Artiningsih 2017).

According to a journal entitled "Bali Regional Tourism Information Search using Chatbot Technology" by I Nyoman Satria Paliwahet, I Made Sukarsa, and I Ketut Gede Darma Putra which will be used as a reference for the appointment of this research. Traditions that lived through the generations from the past to the present, but because of this pandemic tradition continues, but with minimal personnel and committee is not as usual (Jayanegara 2019). According to I Made Sudama,

Covid-19 which resulted in the omed-omedan tradition changed in terms of implementation that usually takes place on the road in front of *BALE BANJAR* now only in bale banjar to avoid crowds in public spaces. *BALE BANJAR* is a gathering place for community members to carry out various types of activities related to the community itself, such as meetings, prayers, and others. This omed-omedan tradition must be implemented because local people believe that there will be spiritual disturbances in the village, especially Banjar Adat Kaja. There is also a change in attitude towards young people during the pandemic, there are some young people who think that for what to carry out the omed-omedan tradition during the pandemic will only cause a crowd, but there are also young people who are very enthusiastic about this event because of gratitude and pleasure for the existence of this tradition will bring a lot of benefits and can be directly related to *NISKALA*. *NISKALA* is a Hindu religious believe about the axistence of other nature that is around us. The above problems have an impact on the mindset of young people who increasingly forget about maternal culture resulting in a decrease in love for local culture (Yusuf 2019).

The problem facing is not only a decrease in love for local culture, but an increase in negative perceptions from the general public of the omed-omedan tradition. The impact of difference in perception will make a mindset of the youth *BANJAR* not want to preserve the *OMED-OMEDAN* culture or even use tradition for negative things. The local government has also taken part in revamping the skewed perception but according to I Nyoman Suparta Jaya as a native of Sesetan Village, if there are people who denounce the tradition of omed-omedan the person will be karma or in Balinese it is called insertion. From these problems, researchers utilize the development of technology by using augmented reality media to show and correct the negative perceptions of the general public. Augmented reality technology is a technology that will issue 2D or 3D depictions in cyberspace in real-time and projected in the real world (Latsyshyn., et al. 2020). This technology has become more advanced and plays a role in all areas of human life, ranging from very simple fields to complicated fields. The problem of westernization is one of the obvious examples of the change of all regional cultures into foreign cultures from dress patterns, speech, behavior, socio-culture and many other things (Fauzi and Santosa. 2020). Based on the above problems, researchers consider the need for research related to the Introduction of Omed-Omedan Tradition through Augmented Reality Based Card Games to Increase The Love of Local Culture. This research has a concept that explains the introduction of omed-omedan traditions, changing people's perceptions and preserving Balinese culture through a type of truth or dare (TOD) card game based on augmented reality. The advantage that will be obtained from this research is that it can foster a sense of local culture, add to the wider insight and replace the skewed perception of the community related to the omed-omedan tradition.

1.1. Objectives

Based on the background that has been described above can be drawn the following research objectives.

- 1) Describes the mechanism of applying the attitude of introduction to the omed-omedan tradition through augmented reality-based card games.
- 2) Analyzes the impact resulting from the application of omed-omedan tradition recognition attitudes through augmented reality-based card games.
- 3) Analyze about the feasibility of application resulting from the application of omed-omedan tradition recognition attitudes through augmented reality-based card games.

1.2. Hypothesis

Based on the purpose of the research that has been formed as above, the hypothesis in this study is as follows

H_0 = Introduction of omed-omedan tradition through augmented reality-based card games to increase the love of local culture can already be useful.

H_1 = Introduction of omed-omedan traditions through augmented reality-based card games to increase the love of local culture cannot be beneficial.

1.3. Benefits of Research

The expected theoretical benefit in this study is able to add insight and information related to the implementation of ideas from researchers. The results of the study are also expected to help the recovery of the Indonesian economy, especially Bali, to restore stable economic conditions. This research can be a study material for other researchers from various agencies, to understand the problem and foster concern for problems in the community. The practical benefit of this research is for (1) other researchers, namely adding knowledge, insight and experience for researchers to apply knowledge to problems faced for real or to be developed more broadly. (2) The country's economy, can stabilize tourist visitors to get state foreign exchange, thus helping the country's economic recovery in the field of tourism. (3) The people of Bali, can restore the economic condition of the Bali area as it used to be because the majority of Balinese people are artisans and young business people in the field of tourism.

2. RESEARCH METHOD

2.1. Type of Research

This research is an R&D (Research and Development) development research using 4D models (Define, Design, Develop, Disseminate) supported by quantitative and qualitative methods. This 4D model was developed by S. Thiagarajan, Dorothy S. Semmel, and Melvyn I. Semmel in 1974.

2.2. Concept Framework

The flow chart of this study is based on the problems that are spreading in the world, namely Covid-19 in addition, there is also a problem about westernization is a change in dress patterns, behavior, and many other things and more time spent with social media and cyberspace. This problem resulted in a decline in the world economy and in various areas of life, in addition to changing various areas of life the attitudes of young people also changed significantly. The tourism sector weakened causing state income in the form of foreign exchange to decrease. The impact of Covid-19 is very affecting Bali's tourism sector, and traditions and culture are not allowed to be implemented. The young mudi who usually take part in this event also began to care less about the environment on the grounds of obeying health protocols. In Banjar Adat Kaja Sesetan there is a tradition omed-omedan, omed-omedan is a tradition that is carried out en masse and very many who participate in seeing the performance of the tradition. Covid-19 is the cause of this tradition has been approximately 2 years carried out behind closed doors, so researchers raised the idea related to "Introduction of Omed-Omedan Tradition Through Augmented Reality Based Card Games To Increase The Love of Local Culture". This idea is a card game like a truth or dare game using augmented reality media.

2.3. Time and Place of Research

This research was carried out for 3 months starting from July 1 to September 6, 2021 before making a proposal that took place in Kaja Sesetan Customary Village, South Denpasar Subdistrict, Denpasar Municipality, Bali Province.

2.4. Research Subjects and Objects

The subjects of this study were the teenagers of Kaja Sesetan Indigenous Village and 100 people of the general public as users as well as 4 validator experts and early targets of research introducing the omed-omedan tradition based on augmented reality. The object of this research is the tradition of omed-omedan through augmented reality-based card games to introduce the cultures that exist in youth during westernization, and strengthen the love for local culture.

2.5. Method of Collecting Data

1. The types of 4D techniques used are as follows.
 - a) **Define**, At this stage, the definition of the data obtained in the form of a preliminary consists of needs analysis (problem identification and collection of supporting data), literature studies, then will be carried out the formulation of problems and analysis of the purpose of media development used.
 - b) **Design**, At this stage, the design of the physical appearance of the card and augmented reality and content adjusted based on the purpose of the uplifting idea of card games. The design of augmented reality media and cards contains questions related to the omed-omedan tradition that will be used in this study.
 - c) **Development**, At this stage, researchers use R&D (Research and Development) methods using development models aimed at creating, developing and testing products to be used. The creation of this card game will involve augmented reality media and validation testing will be carried out to find the effectiveness and shortcomings of the media to be used. At this stage also distributed questionnaires aimed at knowing the user's assessment of the effectiveness of the method used. The young mudi will be given a pre-test to test people's perception of the omed-omedan tradition after that, will be given a post-test as a proof and revamp of the skewed perception of the outside community about the omed-omedan tradition.
 - d) **Disseminate**, The disseminate stage is a final stage of development, namely the distribution of cards that have been made based on augmented reality media that aims so that media can be utilized to the maximum by the public. Before this card is distributed the researcher will test this augmented reality media-based card game on 100 young people and people from Kaja Sesetan Indigenous Village.
2. The techniques used in the collection of this research data are as follows.
 - a) Study libraries, by looking for references and journals that are directly related to augmented reality and omed-omedan traditions.
 - b) Questionnaire / questionnaire, this technique is done by giving some questions to respondents or people of Banjar Kaja Sesetan Indigenous Village.
 - c) Interview, this technique is done through face to face and give some questions directly with the source about the issues raised.
 - d) Validity questionnaire, giving questionnaires to 4 validator experts, namely 2 material experts and 2 media experts.

2.6. Data Analysis Techniques

This data is obtained through qualitative descriptive approaches and quantitative descriptive approaches. In the first stage of R&D development with 4D models, namely with the define stage or in the form of defining a data obtained, the second stage is design, namely a process of making AR and card designs, then the third stage is development, namely the stage of development of AR-based card media used, and the last is the disseminate stage, namely the stage of spread or implementation of media used to function properly or not.

1. The presentation of the results of the validation test of media experts and material experts is calculated with the following formula.

$$percentage = \frac{obtained\ score}{max\ score} \times 100\%$$

This validation test is carried out to measure the validity of the research instruments raised. The validation instrument will be said to be complete when the measuring instrument gets valid data or can be used to measure what should be measured. The presentation obtained and then changed to a qualitative scale as in Table 1.

Table 1. Presentation Range and Qualitative Criteria of Augmented Reality Questionnaires

Percentage Range (%)	Qualitative Criteria
81 < p ≤ 100	Very Worthy
63 < p ≤ 81	Proper
43 < p ≤ 25	Less Worthy
25 < p ≤ 43	Not Worth It

2. Kaja Sesian Indigenous Village residents questionnaire data in the form of UI / UX responses / assessments on augmented reality innovation. The questionnaire consisted of 15 questions and positive and negative responses with a choice of scores on the likert scale (Table 3). The form of answer given on the likert scale is "Strongly Agree, Agree, Disagree, Disagree".

Table 2. Questionnaire Question Indicator

No	Indicators	Question		Total
		Positive	Negative	
1	The appearance of the design	1,2,3	4,5	5
2	Quality of content and design	6,7,8	9,10	5
3	Usefulness	11,12,13	14,15	5

Table 3. Percentage Range and Likert Scale Validation Criteria

Criterion	Percentage	Score
Very Worthy	86%-100%	5
Proper	70%-85%	4
Decent Enough	54%-69%	3
Less Worthy	37%-53%	2
Not worth it	20%-36%	1

3. RESULTS AND DISCUSSIONS

3.1. Results

3.1.1. Overview of Augmented Reality Card Design in Omed-Omedan Tradition Augmented Reality

Augmented reality omed-omedan was built to help the introduction and preservation of culture and change the perception of the general public about the negative things related to the omed-omedan tradition. The object of this tradition is located in Banjar Adat Kaja Sesian South Denpasar, in this card game displays information about the omed-omedan tradition in 3D form

equipped with video and audio. Augmented Reality omed-omedan can provide recognition and add insight into the omed-omedan tradition.

3.1.2. Card Design

There is a card design depicting the outline of the model and function of the card on the augmented reality omed-omedan developed. The type of material used in the manufacture of cards is embossed paper which is paper that is not slippery when held, and resistant to water. This type of paper is very suitable for use in the manufacture of cards, in addition, cards made as many as 20 pieces will be into 2, namely ten types of truth cards and ten types of dare cards.



Figure1. Dare Card

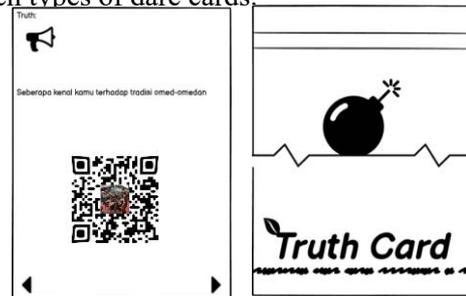


Figure2. Truth Card



Figure3. AR Display

3.1.3. Scenario of Augmented Reality-Based Card Games in Omed-Omedan Tradition

In the first stage, users start by gathering friends while adhering to health protocols because it is still a pandemic. The second stage begins playing cards by choosing who first chooses the cards. The third stage is continued by getting a turn to choose one of the cards that will have been filled with questions. The fourth stage of the card selector is to answer as much as possible. The last stage is the stage of revamping or proving the answer. As for the provisions of the device in the use of this AR camera, because not all android devices can be used in AR camera heating. Some types of android that can be used range from android marshmallow to android API 26 and also needed additional device namely android studio to download the SDK required from the device.

3.1.4. Use Case Diagram and Activity Diagram

A use case diagram is a diagram that describes an actor or user, a use case diagram (a description of the function of a system) and its relation is a sequence of actions that delivers to an actor or user in a measured manner. The Activity diagram describes the various activity flows in the system being designed, how each flow begins, the decisions that may occur, and how the flow ends. The following will be attached flow activity diagram augmented reality omed-omedan, use case diagram augmented reality omed-omedan as well as an image of the working mechanism of the card game.

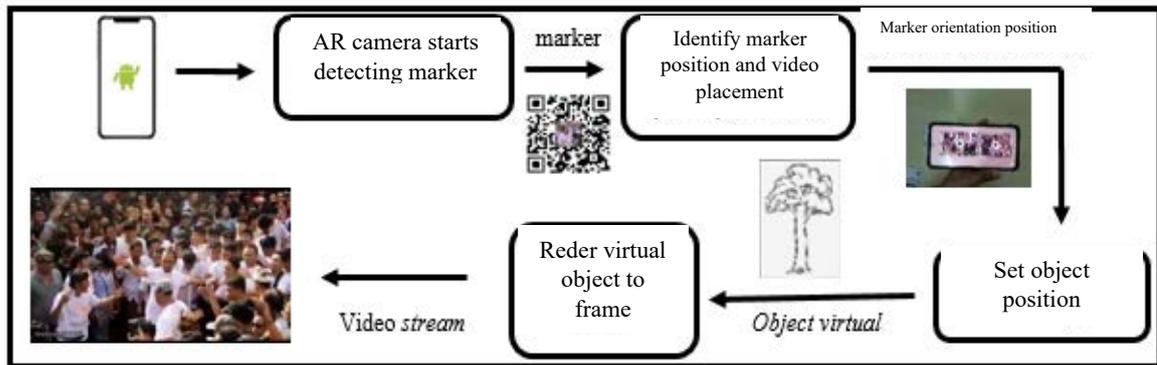


Figure4. card game flow

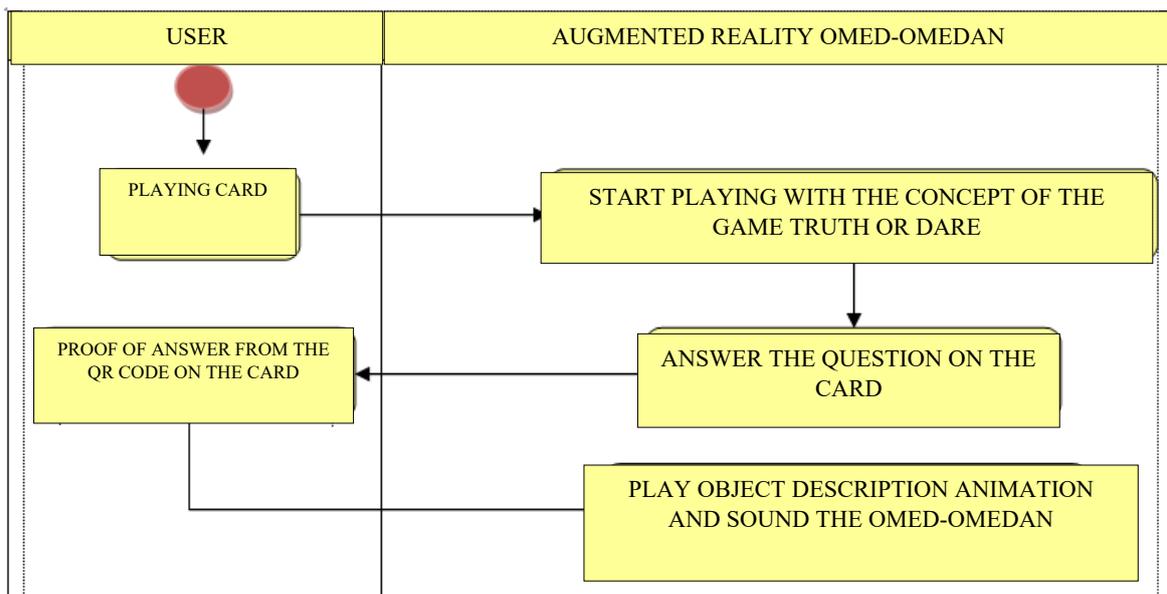


Figure5. use case diagram

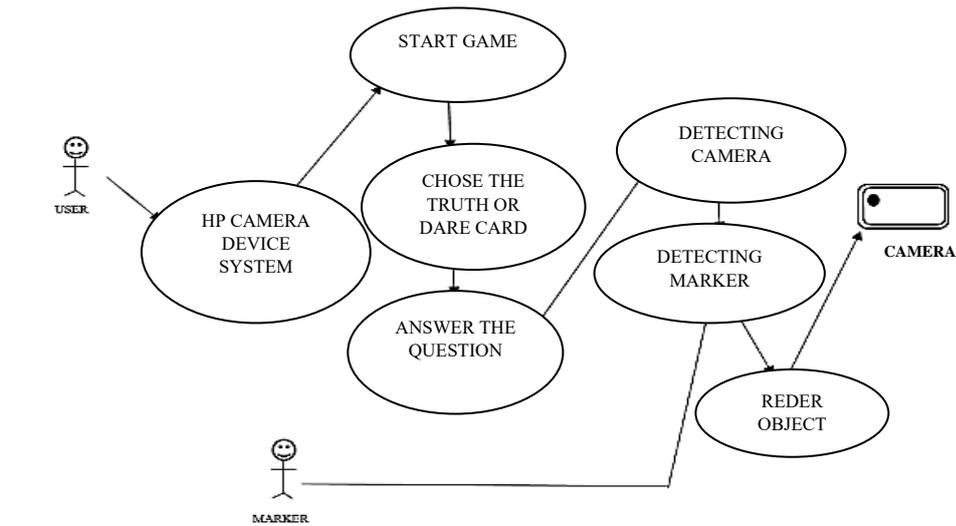


Figure6. activity diagram

3.1.5. Questionnaire Results From The Impact of Augmented Reality-Based Card Games in Changing Perceptions About Omed-Omedan Tradition

From the disseminate of questionnaires that have been given to 100 people in Sesetan

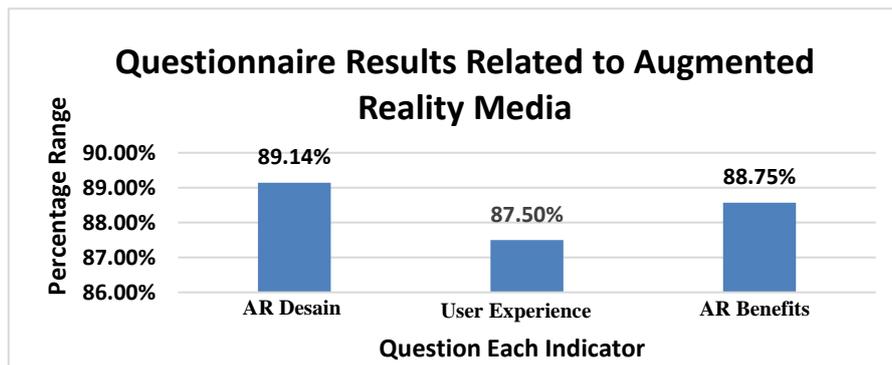


Figure9. Augmented Reality Media Questionnaire Results

Village, some indicators in the formulation of questions can be seen through the graph below.

Indicator 1 shows about the design of augmented reality that will be displayed on the barcode scan on the card getting a range of values from respondents of 89.14% after which indicator 2 describes the new experience obtained after playing card games based on modern technology this gets a range of values from respondents of 87.50% and in indicator 3 explaining about the benefits of this augmented reality-based card game and will also be adding insights related to local cultures such as omed-omedan traditions with a value range of 88.75%. From the three question indicators in the questionnaire it can be concluded that the percentage obtained already meets the percentage range of feasibility tests of application of methods very feasible to be applied in the community.

3.1.6. Validity Test Results of The Feasibility of Implementing Augmented Reality-Based Card Games in the Omed-Omedan Tradition

Based on the results of the validity test with material experts, namely I Nyoman Gede Agus Jaya Saputra, S.E., M.M a lecturer from a Politeknik Pariwisata Bali Campus, I Nyoman Suparta

Jaya as a resident of Sesetan Village and Dewa Gede Aditya Sanjaya and I Gede Bintang Arya Budaya as media experts. Our goal is to ask the experts for help so that the innovations that we produce can run as planned and can function properly and are feasible to be realized. Media experts act as testers of our own innovations, namely augmented reality-based cards and material experts as assessors of the explanatory content related to the content described in the report and the systematic content of statements related to the omed-omedan tradition. The results of the data collected through the validity sheet that has been shared with media experts and material experts can be viewed through the following graphic figure.

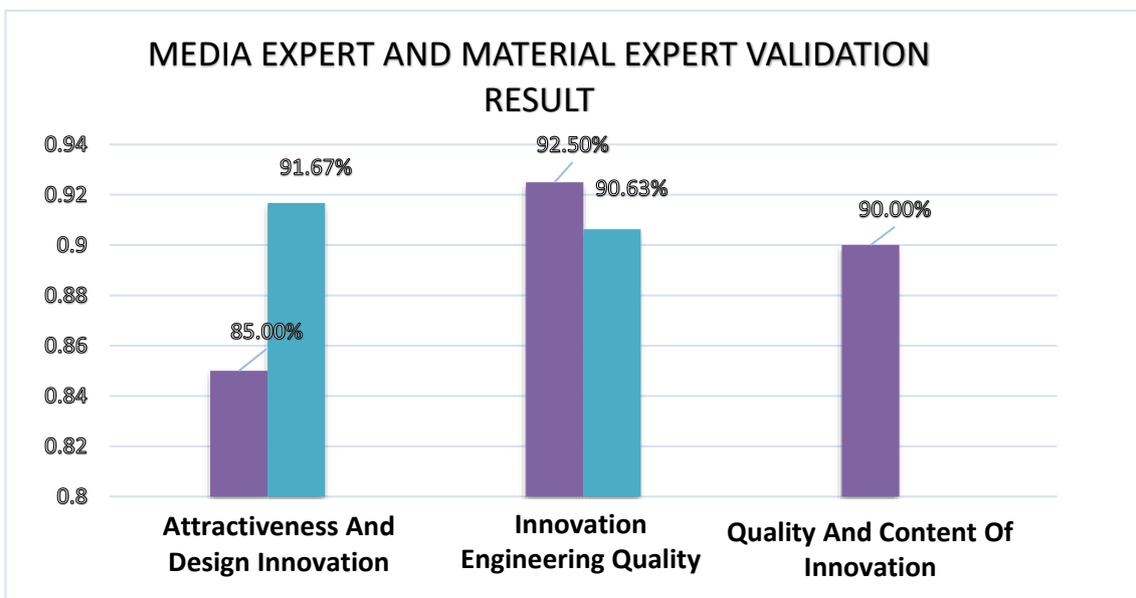


Figure8. Media Expert Validation Results

This study uses a research and development approach as well as qualitative and quantitative methods. The steps carried out in this study are as follows; 1) perform data analysis, 2) carry out development planning, 3) design the cards to be used, 4) conduct trials directly to 5 people such as Truni, 5) collecting documentation, 6) conducting extensive trials with other respondents. This study involved 2 media experts, namely Dewa Gede Aditya Sanjaya and I Gede Bintang Arya Budaya as media experts who will assist in testing the validity of augmented reality to be developed, besides that We also involved several class XI students at SMA Negeri Bali Mandara as samples of external helpers to test the practicality of the innovations developed. The media developed in this study was the introduction of the omed-omedan tradition through the TOD game based on augmented reality. validation from several material experts and media experts. This validation test is carried out to test or measure the validity of augmented reality media. The instrument is said to be valid if the media used is appropriate the research needs. The validity test is carried out on 5 players because they remember the pandemic period and 5 people who will be to play first. All indicators of each participation variable are valid because indicator 1 which explains the attractiveness of the innovative design which gets a value of 91.5% can be stated that the media used is correct and the way to innovate is very good. In the second indicator which explains the technical quality of the product, it gets a range of values from material experts, which is 91.45%, it can be stated that the definition and description of the material from the omed-omedan tradition is quite good and comprehensive starting from the definition of history, development, implementation, and some other material is good. The 3rd indicator which explains the quality and content of innovation content gets a score of 90% because the contents of the explanations in the AR video

and the explanations on the paper are very thorough and can be realized. This innovation has also been supported by media experts and material experts to be developed more innovatively and can be implemented easily in the community. From several aspects of the questions given in the validation sheet, it was found that there were several interests from each indicator area, namely media experts in the form of product technical quality and material experts in the form of attractiveness in appearance and product design. The validation aspects obtained from media experts and material experts are then processed. Furthermore, the data obtained as much as 94.50% from this presentation can be interpreted that card games with augmented reality media are valid and feasible to be implemented. Each question item has a value that will later be used as a graph. The data obtained later in this study is quantitative data which is then converted into qualitative data through data categorization.

3.2. Discussions

3.2.1. Mechanism of Application of Omed-Omedan Tradition Through Augmented Reality-Based Card Games

This research is focused on exploring how an interface is created to enable the occurrence of invisible mergers, as examples of real reality and AR in a collaborating setting. The card that will later become a medium is used as a media marker that will be used during scans to display videos that have been made. How to display video in AR will also be through an application generated by combining markers with video in AR. The development of this application is assisted by 2 devices, namely unity and vuforia. In the use of this device several stages must be done, namely as examples of analysis, design, implementation, and trials. In this stage of testing is done with structural and functional side testing, until finally the application is ready to use. The application of the omed-omedan tradition through augmented reality-based card games is explained in terms of card games that will be played by 5 young people. This game will use truth and dare cards, where the game will be done sequentially one of the players who will be appointed as the first player will choose one of the cards anta truth or dare card that contains a question related to the omed-omedan tradition. After the question is answered by player 1, as proof of the answer that has been given will use the barcode that has been available on the card. By scanning the barcode that has been available on the front card, to bring up a video of the answer to the question listed can open the application that has been downloaded through unity directly using the AR camera, if the answer is wrong will be given punishment in the form of a question.

3.2.2. Impact of The Implementation of Omed-Omedan Tradition Through Augmented Reality-Based Card Game Media

Researchers realize that there is still a lack of articles discussing augmented reality technology used in the field of learning and learning development during this pandemic to young people, so this research is devoted to explaining the role of augmented reality in media cards that will be used in experiments to increase love for local culture. especially the omed-omedan tradition. The omed-omedan tradition is an art performance originating from the Banjar Adat Kaja Sesetan and the technical aspect of this performance is the dance, then the highlight of the event is the performance of the omed-omedan tradition and there is also a cheap market along the way. This omed-omedan is an empty-handed attraction between a man and a woman and is splashed with water. The omed-omedan event is usually held the day after the Nyepi day celebration. One of the villages that is still holding this event is Sesetan Village, Denpasar, Bali. The impact that the researcher hopes for the wider community or the community around the Kaja Sesetan traditional village is to be able to regenerate a sense of belonging to a valuable asset, namely local culture such as the omed-omedan tradition in Banjar Kaja Sesetan and can become a forum for economic

growth in the tourism sector in Indonesia. Another hope from the researchers is that teenagers can pass on all the cultural assets owned by Sesetan Village to their children and grandchildren in the future so that later local cultures or traditions like this will not become extinct with time. In the formulation of questionnaire questions, indicators are used in formulating questions. Indicator 1 describes the AR design itself, indicator 2 describes the AR user experience, and indicator 3 is the use of AR applications in the omed-omedan tradition. From the indicators above, several questions can be formulated as examples of indicators. The impact of implementing the omed-omedan tradition through augmented reality-based card game media is to foster a sense of togetherness with others while still adhering to health protocols in the future. Furthermore, it can grow and strengthen a love for local culture, especially Balinese culture. Another benefit of this research can increase interest and interest in playing this card game. The combination of real objects with virtual effects has a very effective and contextual impact. AR allows users to view virtual real objects, objects that are suitable for inclusion in AR displays in the form of images, videos, 3D models, sounds, and animations. Interestingly, these virtual objects will be considered alive by users because of their actual appearance in virtual media. The use of AR technology can help students increase learning motivation and students' understanding of learning will be faster (Khairunnisa, Aziz. 2021).

3.2.3. Testing the Feasibility of Augmented Reality-Based Card Games

This study uses a research and development approach as well as qualitative and quantitative methods. The steps taken in this research are as follows; 1) perform data analysis, 2) carry out development planning, 3) design the cards to be used, 4) conduct direct trials with 5 people such as Truni, 5) collect documentation, 6) conduct extensive trials with other respondents. This research involves 2 media experts, namely Dewa Gede Aditya Sanjaya and I Gede Bintang Arya Budaya who will assist in testing the validity of augmented reality that will be developed, besides that we also involve several XI grade students at SMA Negeri Bali Mandara as samples of external assistants to test practicality of the innovations developed. Our goal is to ask the experts for help so that the innovations that we produce can run as planned and can function properly and are feasible to be realized. Media experts act as testers of our own innovations, namely augmented reality-based cards and material experts as assessors the explanatory content related to the content described in the report and the systematic content of media developed in this study is the introduction the omed-omedan tradition through augmented reality-based TOD games. Validation from several material experts and media experts. This validation test was conducted to test or measure the validity of augmented reality media. The instrument is said to be valid if the media used is appropriate or in accordance with research needs. The validity test was carried out on 5 players because of the pandemic period and 5 people who would be given the opportunity to play first. All indicators of each participation variable are valid because indicator 1 which explains the attractiveness of innovation design which scores 91.5% can be stated that the media used is correct and the way to innovate is very good. In the second indicator that explains the technical quality of the product, getting a range of values from material experts, namely 91.45%, it can be said that the definition and description of the material from the omed-omedan tradition is quite good and comprehensive starting from the understanding of history, development, implementation, and some materials. other good. The 3rd indicator that explains the quality and content of innovation content gets a score of 90% because the explanation content in AR videos and explanations on paper is very thorough and can be realized. This innovation has also been supported by media experts and material experts to be developed more innovatively and can be implemented easily in the community. From several aspects of the questions given in the validation sheet, it was found that there were several interests from each indicator area, namely media experts in the form of product technical quality and material experts in the form of attractiveness in appearance and product design. The validation

aspects obtained from media experts and material experts are then processed. The data obtained as much as 94.50% from this presentation can be interpreted that card games with augmented reality media are valid and feasible to be implemented. Each question item has a value that will later be used as a graph. The data obtained later in this study is quantitative data which is then converted into qualitative data through data categorization.

4. CONCLUSION

Based on the results and discussions that have been formed above can be drawn some conclusions as follows.

1. The working mechanism of the augmented reality card is to use android that has adequate devices such as android 11. The devices needed in implementing this AR are android studios and applications from AR itself. Each player will be given the opportunity to play and explore using cards and AR applications. The card has a barcode that will be used as proof of the answer to the question listed on the card.
2. The impact generated by this game for the people of KajaSesetan Indigenous Village is an increase in love for the omed-omedan culture owned and helps in the process of tourism development in Sesetan Village. The impact for the wider community is to be able to help introduce a unique omed-omedan tradition that will become an icon for the South Denpasar region.
3. From the feasibility of implementing AR-based card games is declared very feasible to be implemented in Banjar Kaja Sesetan, because the range of values obtained from the dissemination of media expert validation sheets and material experts can be concluded 90% of the average value obtained.

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1. The hypothesis of this study is not clear, and it should be clarified.
2. The experimental design is not clear.
3. There is a lack of appropriate statistical analysis.
4. This study aimed to develop a card game to promote or change the attitude of the Omed-Omedan tradition. A set of questionnaires were applied for the evaluation. However, it is unclear how the questionnaires could reflect the appearance of the designs, the quality of context and the usefulness. It is also unclear how they analyzed the data to reach the conclusions.