

Cultural Education through Temple Exploration

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Archeology Department UGM hosted an exhibition themed *Borobudur Exploration* from 26-28 June 2019 at R.M. Margono Djojohadikusumo building of Faculty of Cultural Sciences.

As many as 56 pictures of Borobudur were displayed in the exhibition. According to Winda Diah Puspita, graduate student of the Department, there were differences in the statue being pictured here despite the fact that there was only one object, Buddha's head. Winda conducted research of the temple as UNESCO World Culture Heritage.

The exhibition also displayed an android based application, *Nirbana*, made by students Rachmat Krismono and Assajie Satyananda as well as M. Taufiqurahman. The app explored values contained in the temple's reliefs.

The app uses vuforia technology as the media that can identify the relief one by one to differ them. It resembles the QR Code, which is scanning the object. Beside, Augmented Reality is used as output media in the form of graphic visual to allow users read the information. Currently, *Nirbana* can be downloaded in *Play Store* and it can be used online or offline.



Krismono said the app had yet to be finalised so they planned to add some more outputs in the form of audio or animation. They also planned to develop it further to cover 200 reliefs.

Finally, Assajie hoped the app would help users learn the reliefs of temples in Indonesia.

“We make this app because we saw the lack of education in tourist destination spots. With this application, we hope the Indonesian people can learn the values contained in the temples,” he said.

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