ABSTRACT

Software testing is an important phase in software development. Testing is done by evaluating the software configuration consisting of requirement specification, design description, and the program generated. The evaluation result is then compared with test results expected. If you find an error, then the repairs should be made to the software and then tested again.

This research will be done testing the software of augmented reality (AR). AR applications are used for testing is an application to display video and calculate simple math. Unit tested is the threshold value, the pattern of markers, marker size, and distance. From the experiments, the threshold value of the minimum and maximum in some lighting conditions, when normal room maximum and minimum threshold values are 90 and 195, when the room brighter maximum and minimum threshold values are 160 and 250, and when the room is darker maximum and minimum threshold values are 60 and 115. Size markers affect the value of the minimum and maximum distance between camera and marker. On testing the textures, when the size of a video model of normal and half normal size, the speed of the same video output and the results quickly. Meanwhile, when the size of the video model was changed to two times size of normal size, speed becomes slow video output.