**ABSTRACT**

**Suparno**, **Yosias**. **2019**. *Using Augmented Reality Technology and Geographic Information System in Development of Android Based Object Hunting Game*. Undergraduate Thesis. Informatics Engineering Study Program (S1). STIKI Malang. Supervisor: Dr. Eva Handriyantini, S.Kom., M.MT.

**Key Words**: Game, Horror, Javanese Culture, Gameplay, Augmented Reality, Geographic Information System.

From Google Play Store review analysis, the researcher found general problems of games using Augmented Reality Technology and Geographic Information System were on **user interaction** element especially on **functional** and **customizeable** criteria. The researcher used study by Matthew Bond and Russell Beale to analyze the data, it sorts elements which determine whether a game is good or not based on game player reviews. From problems mentioned, the researcher produced a game namely ‘KLENIG’ as a solution of problems found. The researcher also lifted Javanese culture which has many mystical things to be the reference of gameplay developed. The game testing result used questionnaire method which referred to Matthew Bond and Russell Beale study, it found that ‘KLENIG’ has less problem than the other games using same technology.