

ABSTRACT

Traditional games are an important part of Indonesia. Traditional games have characteristics and local wisdom where the game is located. Every traditional game have a common part which is determining who plays or dividing the players into teams. This important part is usually done with small games such as hompimpa, rock paper scissors, suits and others. Currently, the popularity of traditional games has declined. The purpose of this research is to preserve traditional games by applying Object Detection technology to the important part of traditional games. The application developed is called the Pom Pim Pam which implements the Rock Scissors Paper game. The application was developed using Luther's development method. Alpha test revealed that all application functionalities were successful. This application is proven to require a GPU to use the object detection model. In beta test, a survey was conducted that applied the System Usability Scale (SUS). The result obtained is a usability value with an average of 77.4. This value indicates that the application is in the Good category so it is worth distributing.

Keywords : *Hompimpa, Object detection, Rock Paper Scissors, System Usability Test, Traditional Games*

ABSTRAK

Permainan tradisional merupakan bagian penting Bangsa Indonesia. Permainan tradisional memiliki ciri khas dan nilai kearifan lokal dimana permainan tersebut berada. Setiap permainan tradisional terdapat bagian yang sama yaitu penentuan siapa yang bermain atau pembagian para pemain ke beberapa tim. Beberapa permainan kecil yang digunakan untuk proses penting ini contohnya *Hompimpa*, *Kertas Gunting Batu*, *Suit* dan lain-lain. Saat ini, kepopuleran permainan tradisional sudah menurun. Tujuan penelitian ini adalah melestarikan permainan tradisional dengan menerapkan teknologi *Object Detection* pada bagian penting permainan tradisional. Aplikasi yang dikembangkan bernama Aplikasi Pom Pim Pam yang menerapkan permainan *Kertas Gunting Batu*. Aplikasi dikembangkan dengan metode pengembangan *Luther*. *Alpha test* memberitahukan seluruh fungsional aplikasi berhasil digunakan. Aplikasi ini terbukti membutuhkan GPU untuk menggunakan model *object detection*. Pada *beta test*, dilakukan survei yang menerapkan *System Usability Scale* (SUS). Hasil yang didapatkan adalah nilai *usability* dengan rata rata 77,4. Nilai ini menunjukkan bahwa aplikasi termasuk kategori *Good* sehingga layak didistribusikan.

Kata Kunci : *Hompimpa*, *Kertas Gunting Batu*, *Object detection*, Permainan Tradisional, *System Usability Test*