ABSTRACT

Mathematics is one of the subjects taught all levels of education which possess a very important role in the mastery of science and technology. The decreasing student interest on learning due to technological developments entertainment even more presenting things interesting and interactive as cartoons and animated three-dimensional (3D). While the media that currently used is still dominated by a book containing text and images. The using of 2D books make students passive and less interactive. This study uses Prototype research and method development R&D system. The purpose of this study is to implement the method of Augmented Reality to the learning of Mathematics Android based in sub-theme theme Entrepreneurial Business at around SDN Kedung shaky 4. The results obtained from this study is based on testing of test (pretest and posttest), the average value of students increased by 7.68%. While the results of the testing non-test, user satisfaction rate is 87.27% (Very Agree).

Keyword : Augmented Reality, R&D, 3D, Android.