

## ABSTRACT

### IMPLEMENTASI *AUGMENTED REALITY* SEBAGAI MEDIA PENGENALAN HEWAN HERBIVORA MENGGUNAKAN METODE *MULTIMEDIA DEVELOPMENT LIFE CYCLE*

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*Education in kindergarten is a stage to help the process of growth and development in children to be ready to continue education. One of the learning given to children is cognitive learning through the introduction of animals that have an important role to develop intelligence potential in children. The learning process has been carried out using books, illustrated children's magazines. This makes teachers have to be more interested in providing learning so that children are enthusiastic and interested in learning. Therefore, an application for herbivorous animal recognition using Augmented Reality will be built. Applications are created using the Multimedia Development Life Cycle (MDLC) method. This method has a flow or process including concept, design, material collection, assembly, testing, and distribution. Application creation can run properly using the MDLC method. The implementation of Augmented Reality on a herbivorous animal recognition application contains 10 3D herbivorous animals with names, descriptions, and sounds of these animals. The application is tested for functionality using black box testing which results in function testing that can run all properly without any errors and Usability testing with the System Usability Scale produces a score of 86 with an adjective rating entered into the best imaginable and entered at rank B.*

**Keywords:** *Augmented Reality, Animals, MDLC, Black box Testing, System Usability Scale*