ABSTRACT

IMPLEMENTATION OF AUGMENTED REALITY AS A MEDIA FOR THE RECOGNITION OF THE LETTERS OF THE ALFABET FOR KINDERGARTEN

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Early childhood is an individual who is experiencing a very rapid growth and development process, the early childhood range is between 0-6 years. It is said that early childhood is in the first five years which is called The Golden Age, because the development of intelligence is extraordinary. This age is a unique phase of life, and is in a process of growth and development, both in the physical and spiritual aspects which lasts a lifetime and is continuous, so it is realized through early childhood education including Kindergarten (TK). One of the materials taught in kindergarten is letter recognition. Currently learning letter recognition is still using book media, which is less attractive to students. Therefore, an alphabet letter recognition application will be built using Augmented Reality. Applications created using the Multimedia Development Life Cycle (MDLC) method. A method in which there is a flow or process such as concept, design, material collecting, assembly, testing, and distribution. This application was tested for its functionality using black box testing and got good results where all the buttons on the application run properly. Usability testing was also carried out on this application using the System Usability Scale (SUS). The results obtained from the SUS test get an average value of 85.42, with this value getting Grade B / Excellent and included in the Acceptable category, in other words this application can be well received by users.

Keywords: Augmented Reality, Alphabet Letters, MDLC Method, Black box Testing, System Usability Scale