ABSTRACT

IMPLEMENTATION OF AUGMENTED REALITY AS AN ALTERNATIVE MEDIA FOR INTRODUCTION OF ANDROID-BASED MARINE PREDATORS

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The first education in children grows in the family. The family has the main task of children's basic education. Early childhood 0-6 years has a very rapid ability to learn, or commonly called the golden age or golden age. In early childhood formal education is realized through Kindergartens (TK). The Kindergarten education program is intended for children aged 4-6 years with the aim of improving children's development through providing stimulation so that children are ready to continue elementary school. Learning in Aisyiyah Bustanul Athfal VI Kindergarten has several problems, namely there is no media that supports seeing marine predators in real terms, only 2D media such as books as existing learning media and a lack of interest in children when learning to use books. The rapid pace of technology is now widely used as a learning medium that would be able to increase understanding of concepts and motivation to learn. Learning media that are increasingly interesting and concise without reducing the essence of the material. One of the new media developments is learning media using augmented reality. With AR technology, the author intends to make an introduction to marine predator-based animals as a learning medium. System development in this application uses the Waterfall method. In testing using black box testing and system usability scale (SUS). Based on black box testing, it shows that the application can run well according to its function and the SUS result is 80, which means that the application is acceptable and falls into the category of acceptable ranges, grade scale B, and adjective rating B.

Keywords: Android, *Augmented reality, Marker based tracking.*