ABSTRACT

IMPLEMENTATION OF SCRUM IN THE DEVELOPMENT OF AUGMENTED REALITY FOR LEARNING OF MATH FOR CHILDREN WITH MENTAL RETARDATION

By

Syah Rafli Ramadhan

19102134

Observations at SLB Negeri Cilacap and interviews with teacher in class VII C who teaches mildly disabled students revealed that the mathematics learning process has not involved the use of technology as a learning medium. So far, teaching still relies on conventional media such as picture books and game models designed by teachers by adjusting the material from printed books. Form the results of these observations made learning media using the use of android based Augmented Reality technology using the Scrum method. By using Augmented Reality in learning media, it becomes a supporting tool in delivering more interactive mathematics material. The results showed that the Scrum method can be implemented in the application, the functionality of the menu features runs well based on the results of black box testing. As well as getting a score of 75 from the results of usability testing using SUS, indicating that this application is in the "GOOD" and "Acceptable" categories which indicate that this application is quite good and acceptable.

Keywords : Mild Mentally Retarded, Augmented Reality, Learning, SCRUM,