

ABSTRACT

DESIGN AND DEVELOP AN AUGMENTED REALITY APPLICATIONS FOR LEARNING MEDIA FOR THE INTRODUCTION OF VARIOUS BALL IN EARLY CHILDHOOD

By :

Rochmat Indrajaya

18102284

Learning activities for the introduction of various balls are currently still using book media. The use of book media has a reading mandate for elementary school students in grade 1 which is still relatively lacking due to the objects displayed in books that are not real and the negative impact of early childhood. Augmented Reality is the integration of the virtual world with the real world built by humans on a computer system. The method chosen in this study is to apply the prototype design method. For the Augmented Reality method, the Marker-based tracking method was chosen because so that there is more interaction, children with new smartphones with marker cards are collaborated as learning aid media. Testing the functionality in this study the AR Bola application was chosen by the black box testing method. By using this black box test method, all the functions contained in the AR Bola application can work as they should. In addition to the black box method, the System Usability Scale (SUS) test method was also carried out. The test results carried out using the SUS questionnaire obtained an average score of 83. This was included in the "Excellent" Adjective Ratings with Grade Scale "B" indicating that the application was good enough to used.

Keywords : Learning, Ball, Augmented Reality, Prototype, System Usability Scale (SUS)