

ABSTRACT

APPLICATION OF AUGMENTED REALITY TECHNOLOGY AS AN ALTERNATIVE LEARNING MEDIA OF PUPPET LEATHER FOR ELEMENTARY SCHOOL STUDENTS

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leather puppets depicts a part of Javanese culture owned by the Javanese people that deserves to be preserved. One of the efforts to preserve it is by introducing leather puppets characters to formal learning. Javanese language subjects describe the local content that must be taken by students starting from grade 3 to grade 6 elementary school students. The leather puppets module was introduced to third grade elementary school students. leather puppets is one of the basic competencies that is not understood by the majority of students because it is considered not easy to learn from its name or form. Therefore, to overcome the above problems, educational innovation is needed by utilizing technology augmented reality. With this application, it is hoped that students can be assisted in mastering the shadow puppet character module in Javanese language lessons. The educational application of leather puppets is made by utilizing the MDLC (Multimedia Development Life Cycle) method with development augmented reality is marker based tracking. Results output in this application the application will show a video on the screen smartphone which contains an educational module for the introduction of leather puppets characters. On the test results black box in functional testing it gets a percentage of 96.7%, the camera distance test gets a result of 64%, the camera angle test gets a result of 80%, the light intensity test gets a result of 100%. On the test results usability, friend application get result adjective rating amounted to 76, 15 by type Good, get results grade scale with type B, as well as gain acceptability ranges with type acceptable.

Keywords: MDLC, Augmented Reality, Shadow Puppets, Marker Based Tracking