IMPLEMENTATION OF AUGMENTED REALITY FOR INTRODUCTION TO ANIMALS FOR EARLY CHILDREN

FEBRI YUDA ANWAR WIBOWO

Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara, Jombor, Sleman Yogyakarta
E-mail: febriwibowo012@gmail.com

ABSTRACT

Early childhood refers to children aged 1 to 6 years often referred to as the "golden age" because of its importance in learning and development. Skipping this period can have a negative impact on later stages of development. During this period, children experience rapid motoric growth and development, coupled with high curiosity about the surrounding environment, which makes them actively interact with the surrounding environment. Early childhood education is one way of providing introduction and knowledge to young children before they enter elementary education. Tunas Harapan PAUD in Worawari Village, Kebonagung District, Pacitan Regency, East Java Province, applies animal recognition learning as a way to introduce children to animals and the natural surroundings. The learning methods used so far have relied on pictures, videos and taking children to the zoo, which have proven to be less effective and efficient for children. Based on these problems, this research aims to create better learning media for children by utilizing Augmented Reality (AR) technology. This technology allows the projection of animals in the form of three-dimensional objects. The resulting application, which is compatible with Android devices, offers interactive features such as rotation, zoom, animal sounds, demonstration of how animals move, and depiction of their defense mechanisms against enemies. Additionally, information about the animals displayed is provided in audio format.

Keywords: Early Childhood, Animal Introduction, Augmented Reality.