APPLICATION OF AUGMENTED REALITY AS AN ANDROID-BASED JAVA CHARACTER LEARNING MEDIA

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ABSTRACT

Javanese script is one of the local content learning materials for the Javanese language which has been taught since elementary school. Javanese script is considered difficult by students because it is rarely used in daily activities. The increasingly widespread development of learning media technology can be utilized to attract students' attention and facilitate teaching and learning activities. One example is the use of augmented reality technology. The aim of this research is to develop learning media that can make it easier for students to learn Javanese script. The method used in research to develop this application is the waterfall model, which includes needs analysis, data collection, system design, implementation and testing. Literature studies and interviews were used for data collection. In this research it can be seen that this application has been successfully created and developed. Based on system testing using black-box testing, the features in this application run according to plan and obtain feasibility test results of 91.85% using Likert scale test criteria, which means that this application is suitable for use.