CHILDREN'S LEARNING APPLICATION ABOUT ANIMALS BASED ON MOBILE AUGMENTED REALITY

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ABSTRACT

Children's learning is often faced with the challenge of low interest in learning due to less interesting conventional methods. To overcome this problem, researchers developed an augmented reality application for animal recognition and teaching children to be able to read. Augmented reality is used as a fun and interactive learning medium, to help increase children's interest in learning. This application utilizes augmented reality technology with markers that allow 3D animal objects to appear in children's real environments. By engaging the sense of sight, this approach creates a living learning world, allowing children to touch and explore the animals in virtual form. This not only makes learning more fun and interesting for children, but also stimulates their creativity in an unprecedented way. Kids can explore the habitat, observing exotic animals, through their electronic devices. By developing a deeper understanding of the world around them, preschoolers become more aware of the importance of caring for the environment and feel connected to nature. In this context, this augmented reality application is not a learning tool, but also a gateway to fun and interactive knowledge. Through the use of this technology, children will grow as active and enthusiastic learners, with a deeper understanding of the environment around them. Therefore, an augmented reality application was created which will help in learning about animal recognition. The results of the augmented reality application that has been created are used to assist in the learning process of animal recognition, so that children become better acquainted with the animal environment and the animal habitats around them.

Keywords*: Augmented Reality, Learning Method, Marker Based Augmanted Reality, Unity, Vuforia.*