

APPLICATION FOR INTRODUCTION AND LEARNING ABOUT PLANETS IN THE SOLAR SYSTEM USING ANDROID-BASED MARKED BASED AUGMENTED REALITY FOR PRIMARY SCHOOL CHILDREN

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ABSTRACT

Technology in the field of education, especially in conventional learning methods, allows teachers or parents to teach material about the solar system using 2D printed books and reading one by one the objects in the solar system while paying attention to the 2D images shown in the book, which tend to be monotonous and less interesting, making most children become bored quickly. So there needs to be more technological support so that it can be applied to this material, one of which is Augmented Reality which can display 3D objects and animations of the solar system along with information. ARGalaxy provides features that will make children more enthusiastic about learning and make children think that what was previously difficult is easy. With the 3D (Augmented Reality) objects of planets and their information, it is easy for children to understand the contents of this learning material about the solar system. This application was created using software called Unity and uses Vuforia as the database. The results of this research are an application called ARGalaxy, this application aims to create an interactive learning system so that it attracts children's interest in learning.

Keywords: *Interactive Learning, Augmented Reality, 3D Objects, Planets, Solar System*