

ANIMAL RECOGNITION LEARNING APPLICATION BASED ON AUGMENTED REALITY USING MARKER BASED FOR ELEMENTARY SCHOOL CHILDREN

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ABSTRACT

Technological developments, especially in technology in the field of education, especially in conventional learning methods, teachers or parents prohibit animal introduction material by going through 2D printed books and reading one object and while recording 2D images contained in the book, it tends to be monotonous and less interesting so that it makes most children become easily bored. 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 animal animations along with their information. ARFauna provides features that will make children more enthusiastic about learning and make children think that what was previously difficult becomes easy. With the existence of 3D (Augmented Reality) objects from animals and their information, it makes it easy for children to understand the contents of learning material about the introduction of these animals. This application is designed with Unity software and uses Vuforia as the database.