

INTRODUCTION OF HIJAIYAH LETTERS AS A LEARNING MEDIA FOR CHILDREN USING MOBILE-BASED AUGMENTED REALITY

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ABSTRACT

In the Al-Qur'an, which is the holy book of Muslims, the hijaiyah letters function as letters to form a word, as is the case in Indonesian, where the letters of the alphabet are used to form a word. Therefore, many Muslims, from adults to children, learn how to read the hijaiyah letters properly and correctly so they can carry out their worship well. Current advances in technology have paved the way for various innovations in the field of education, including the implementation of augmented reality technology in learning methods. This technology allows the presentation of interactive three-dimensional objects, thereby increasing the effectiveness of the learning process, especially for children. This can help children understand learning material more easily and have fun. In this research, the design of the Arfabics application which introduces hijaiyah letters using augmented reality technology will provide a fun new experience for children in the process of learning to recognize hijaiyah letters. This application was designed using the main Unity 3D software, Vuforia SDK, and uses the Marker Based Tracking method. This research aims to improve children's visual understanding of hijaiyah letters by utilizing three-dimensional augmented reality technology, which aims to increase children's interest and excitement in learning hijaiyah letters.

Keywords: *Hijaiyah Letters, Augmented Reality, Marker Based Tracking, Unity, Vuforia SDK*