

# ***USE OF AUGMENTED REALITY ANIMALS IN CHILDREN TODDLER***

**Husni Walad**

*Informatics Study Program, Faculty of Science & Technology*

*University of Technology Yogyakarta*

*Jl. Ringroad Utara Jombor Sleman Yogyakarta*

*E-mail : husni.walad11@gmail.com*

## ***ABSTRACT***

*Toddlers are one of the human age periods after babies with an age range starting from two to five years, or usually used to calculate months, namely 24-60 months. This age period is also known as preschool age, at that time toddlers need learning media that is easy to understand and does not get bored easily when learning about things around them such as recognizing animals they have never seen before. Learning media about introducing animals for toddlers, such as pictures of animals on posters or pictures in books, have not made toddlers interested in learning about animals. With Augmented Reality technology, it can be used as learning media for toddlers. The application was created using Unity 3D software with the Vuforia SDK library, Blender for creating animations and 3D objects for games or 3D objects that can be downloaded on the "Sketchfab" and "SketchUp" websites. With this application, it can simplify the learning process for toddlers in knowing various animals.*

*Keywords: Augmented Reality, Smartphone, Vuforia SDK, Software, Animals.*