

# ***IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY AS A LEARNING MEDIA IN FRUIT INTRODUCTION***

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## ***ABSTRACT***

*Introducing children from an early age to various types of fruit can help develop cognitive thinking skills and increase environmental knowledge. In an effort to maximize learning methods, the author created an application by utilizing mobile-based information technology combined with an augmented reality system. This research aims to help introduce users to fruits in Asia, with camera technology and augmented reality which can display 3D objects in the form of fruit along with information projected on the real world. In terms of learning, there are also several level-adjusted quizzes that have different levels of difficulty, along with a correction and assessment system for testing and even as a reference for assessing user knowledge. Users can run this application to learn anywhere and anytime because it is offline. Apart from that, this application also uses a markerless tracking method, so use is more flexible, and the quality of learning can increase and be effective. The navigation and features available in the application are made as easy as possible to operate because the main target of this application is children. The data sources used are based on references from several journals and official websites belonging to the government and educational institutions to ensure that the information presented is legal and valid. The application was built using Unity 3D software which is compatible for making 3D games and combined with the Vuforia SDK, then the C# programming language to manage the processing.*

*Keywords: Augmented Reality, Fruit, Learning Media, Mobile, 3D Objects*