# USE OF AUGMENTED REALITY TECHNOLOGY AS ANIMAL RECOGNITION LEARNING MEDIA
## (SDN 3 SEDAYU)

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# *ABSTRACT*

*The unsatisfactory quality of the teaching and learning process in the classroom can be caused by students' limited attention in the animal recognition learning process, which is further exacerbated by the lack of learning media or resources. The primary reliance on educators and printed educational materials as the primary means of accessing learning resources has a major impact on their motivation and academic achievement. One strategy that might increase student engagement is the need to integrate educational applications that use Augmented Reality (AR) technology. Augmented Reality (AR) is a technical advancement that replicates virtual environments that closely resemble the physical world. This is achieved by using a marker approach to produce three-dimensional (3D) objects. The current investigation uses a methodology based on tracking markers. This research resulted in an educational application that includes an introductory section about animals and brief information about several animal species. The main goal of this app is to engage and captivate students by presenting the material in an interesting way. The software application is designed to be compatible with the Android operating system. The application we created has been proven to have the potential to graphically display three-dimensional representations of animal objects, equipped with voice explanations.*

*Keywords: Augmented Reality, Learning Media, Animals, Unity 3D, Vuforia.*