DEVELOPMENT OF LEARNING MEDIA APPLICATIONS TO SUPPORT THE INTRODUCTION OF SPACE STUFF IN PRIMARY SCHOOL STUDENTS USING ANDROID-BASED AUGMENTED REALITY TECHNOLOGY

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ABSTRACT

Geometry is a three-dimensional subject of mathematics. Mathematics is the basic material that elementary school students must study. Learning this material requires skills in reasoning, because there are objects that have different concepts and properties. Students in the current era have difficulty with material that requires reasoning skills. Ineffective delivery of material from teachers will make it more difficult for students to understand the concept of spatial construction learning. In the end, the grades obtained were less than optimal and made the students dislike the spatial building material even more. An alternative solution that can solve this problem is to create a learning media application to support the introduction of spatial shapes. This application will implement augmented reality technology using an Android-based smartphone. The method used in augmented reality technology in this application is the marker based tracking method. From this application, you will be able to visualize a spatial object in 3D with a marker and can provide information regarding the spatial object presented, so that students are expected to be helped by the augmented reality spatial learning media application.

Keywords*: Learning Media, Geometry, Elementary School Students, Augmented Reality, Android.*