

# **IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY AS A MEANS OF INTRODUCING ANIMALS FOR GRADUATE STUDENTS (Case Study: SLB C YKB GARUT DISTRICT)**

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## **ABSTRACT**

*Mental retardation is a disorder that can occur in children caused by genetic or physiological factors. This disorder causes children to experience slow development in terms of cognitive, intellectual and social intelligence compared to other children their age. To overcome developmental delays, special treatment and education are needed that suit their needs. One educational method that can be used is by utilizing Augmented Reality technology as an educational tool. Augmented Reality is a technology that combines two and three-dimensional objects into a real three-dimensional environment and then projects these objects in real time. This research designed and built a Marker Based Augmented Reality application as an educational tool to introduce various animals to students at SLB-C YKB. The animal image will be used as a marker so that a 3D animal object will appear above the marker. This application system uses Unity3D software as a game engine, C# as a programming language and Vuforia as support. The steps for creating an application include requirements analysis, system design, application development, and testing using the black box method. Application testing results show that the use of AR technology in educating students with intellectual disabilities is successful and has a positive impact on the learning process. This research aims to build an AR application that can make the teaching and learning process more interesting, fun, and can educate mentally retarded students about animals and their characteristics.*