

# **IMPLEMENTATION OF AUGMENTED REALITY AS AN INTRODUCTION TO BUILDING SPACE IN MATHEMATICS LEARNING**

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## **ABSTRACT**

*This study is motivated by a notable decline in interest among students in mathematics, particularly concerning geometric shapes. This decline is attributed to the pervasive use of smartphones among children, which detracts from their engagement in academic pursuits. To address this issue, researchers have undertaken indirect investigations to enhance students' interest in learning by leveraging smartphones as educational tools. One effective approach involves developing an Augmented Reality (AR) application. This application is anticipated to foster greater interest in learning by offering engaging features, such as the ability to display three-dimensional (3D) objects, accompanied by explanations of the relevant formulas pertaining to spatial structures.*

*Keywords: Geometry, Augmented Reality*

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