

INOVASI MEDIA BELAJAR FAUNA MENGGUNAKAN TEKNOLOGI AUGMENTED REALITY BERBASIS MOBILE

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ABSTRAK

In the process of learning science (Natural Sciences) when discussing material about recognizing various kinds of animals that can only be done using books in each classroom will make students feel less interested in learning due to the lack of interesting visual elements, animation, or interactivity in the learning media. In this study, researchers aim to help overcome this problem by designing an application to introduce various kinds of animals using augmented reality technology. The research methods used include creating a research framework, collecting research data, creating a model architecture, conducting analysis and design and conducting testing. The results obtained from this study are a prototype application that introduces animals using three-dimensional visuals that utilize augmented reality technology.

Keywords: *Animals, Augmented Reality, Unity3D, VuforiaSDK, Application*