

PENGEMBANGAN APLIKASI VISUALISASI BANGUN GEOMETRI 3D UNTUK PEMBELAJARAN ANAK BERBASIS AUGMENTED REALITY

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ABSTRACT

This research aims to design a 3D data visualization application for children to enhance their learning of geometry through augmented reality (AR) technology. The application is intended to facilitate a more engaging and enjoyable understanding of geometric concepts for children. It will feature 3D geometric models children can view and manipulate using mobile devices. The app will include interactive features that enable children to engage with the models, such as measuring length, area, and volume. AR technology will be employed to superimpose these 3D models onto the real world, allowing children to perceive the models as if they were physically present. Additionally, AR technology will provide supplementary information about the models, including their names, definitions, and properties. This research is expected to yield practical and captivating 3D data visualization applications that will assist children in learning geometry and enhance their comprehension of geometric concepts.

Keywords: *Augmented Reality (AR), geometry learning, mathematic*