

THE IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY AS A LEARNING-TEACHING MEDIA FOR PREHISTORIC ANIMALS

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ABSTRACT

Education is universally recognized as a key element in the development of a nation. The quality of education serves as a primary indicator in measuring a country's progress. Advances in science and technology in the current era have had a positive impact, particularly in the field of education, where learning media play a vital role in enhancing learning quality and student engagement. However, the study of prehistoric animals remains limited to textbooks with fossil illustrations, especially at the elementary school level. To address this limitation, researchers developed an Augmented Reality-based Application for Learning Prehistoric Animals. This application is designed to facilitate interactive learning activities for students. The application has been successfully developed with functioning buttons as planned and can display 3D images using barcode scanning, also known as marker-based AR, through a smartphone camera with appropriate lighting conditions. This application aims to support both educators and students by making the teaching and learning process more engaging, easier to understand, and more interactive.