

ABSTRACT

Today's technological development is very fast. Increasingly diverse human needs for information spur the rapid development of information and communication technology, in line with the times the use of technology is increasing and has a very important role in everyday life. Therefore, the author made an application that can provide entertainment and education to its users in the form of an application to introduce computer components using Augmented Reality (AR) assisted by the unity 3d game engine and ARFoundation. The development model used in designing an Android-based computer component recognition game is the Analysis, Design, Development, Implementation, and Evaluation (ADDIE) model. The tools used in designing this game include Unity 3D, CorelDraw, Android Software Development Kit (SDK), then for AR use using Google ARCore Software Development Kit (SDK), using AR Foundation as a package of unity. The application in this study is implemented using the C # programming language.

Keywords: unity 3d, android, computer component, c#, ARFoundation, Augmented reality, Arcore.