

ABSTRACT

Augmented Reality (AR) is a technology that can be used as a medium of learning in environmental recognition for early childhood. The problem often faced by parents and early childhood is that conventional learning methods cause early childhood to be lazy to learn so that their interests and talents are not properly channeled. The activities carried out by early childhood have an unpleasant nature, which causes the creativity of early childhood to develop, from which it can be explained that learning for early childhood must be done in a fun way. The aim is to increase interest in early childhood learning so that they can channel their interests and talents properly. Thus an Augmented Reality application is made that will help in learning media for the introduction of fruit and animals in early childhood for channeling their talents that must be sharpened to be sharper. Augmented Reality (AR) applications are made using markers which are used to bring up 3D fruit and animal objects as a form of recognition of fruits and animals in early childhood for learning materials for them. Thus, the results of the Augmented Reality (AR) application that are made are expected to help in the learning process of introducing the environment around early childhood so that they are more familiar with the environment they should learn well.

Keywords: Augmented Reality, Learning Methods, Markers