The conventional learning process is the learning process that has been applied from the long time ago until this very day. The conventional learning process has been transformed into digital form. One example is learning media. Learning media is an effort designed with the aim of helping students in learning process in which the material that is difficult for students becomes easier to understand. To make it look more attractive, this learning media is made in form of augmented reality. The method used in this scientific work is the 4D method (Define, Design, Develop, and Disseminate). The result of this scientific work is to produce an application for learning about the structure of the earth in the form of Android based 3D augmented reality in which in designing researchers utilized Unity, Adobe Premiere, Autodesk Maya, Vuforia, and Photoshop applications. The result of the test showed that applications created can provide solutions for the school in helping teaching and learning process and it also can enhance knowledge about the structure of the earth. With the evidence of uploading project results in the form of .apk to android then tested directly to an expert validation by running the application on android. Then after completing the test, the proof of the test results will be included in the questionnaire.

Keyword: Learning Media, Augmented Reality, Android, Unity, Vuforia