UNIVERSITAS INTERNASIONAL BATAM

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LEARNING APPLICATION DESIGN OF ANIMAL METAMORPHOSIS USING AR BOOKS FOR ELEMENTARY STUDENTS GRADE VI

ABSTRACT

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Augmented Reality is one of a technology developed in smartphones and can convey information to be easily understandable by users. One of the subject that can use this technology is biology regarding metamorphosis in animals where Augmented Reality displays visual animation and audio to explain the lesson. The purpose of this study was to design an augmented reality application that could help students to learn animal metamorphosis. This research used the Multimedia Development Life Cycle (MDLC) method where the method was carried out in 6 stages, which were concept, design, material collection, manufacturing, testing, and distribution. Applications used to design Augmented Reality application were Unity and Vuforia. The results of this study are result's reports of the trials or tests conducted after the application designed. Conclusions of this study are based on the school teacher assessments who stated that the Augmented Reality application can be used as an easy and appropriate learning media to convey information for students.

Keywords: augmented reality, unity, vuforia, mdlc, animation, animal metamorphosis.