

## Abstract

Rapid technological development should have a positive impact on the world of education. The learning process, especially in high school, which still uses conventional methods where books are still be a main source of learning media is considered ineffective and less attractive to students's learning. Breakthrough learning media is needed that packs learning material in an interesting form of multimedia that is educational and entertaining for students. Augmented Reality (AR) is a technology that offers a new breakthrough in computer interaction with humans. AR is widely used in various fields, one of which is education as an interactive learning media to be more creative, innovative and communicative. Because of this reason, AR technology can be applied in learning systems for students to be more interested in studying chemistry, especially in acid-base material, pH and titration. Therefore we took the initiative to create an Augmented Reality based acid-base titration application media called TitARsi. TitARsi is a application of simulate practice for acid base titration with 3D objects media. Where the user can operated the system according to their needed. With this technology, of course hopefully can make it easier the student and theacher to get more easy process for learn and teach in school.

**Keywords:** augmented reality, titration, interaction, objects.