

ABSTRACT

South-east Asia is an area of countries in southeast Asia that it is one of the material learning of Social Subject in Sixth Grade of Elementary Students. Elementary students are students who like learn something concrete or something real the most. By using 3D Technology which is Augmented Reality, students can learn about something real through their smartphone like for example is smartphone which had an android based. Android is an open operating system that is destined for a smartphone that is currently in great demand by the public. The final project is designed to incorporate Augmented Reality technology with the craze of primary school students by the concrete things into an android-based application that contains of the introduction of the South-East Asia countries as well as a globe so the students can more easily absorb to the material. This final project application was made by some developing tools such as Unity, Vuforia, even Blender thus will become a sdk that can be used in smartphone which have android based with hope that can helping Sixth Grade of Elementary Students.

Keywords: South-East Asia, Augmented Reality, Android, Globe, Unity.