

Abstract

Geometry is one of the branches of mathematics taught in Elementary School (SD). Geometry is the study of shape, size, relative position, and the nature of 3 dimensional object. Basic examples of geometrical shape include cubes, block, prisms, pyramids, cones, tubes, and balls. In the current era, the majority of children are more interested in using a smartphone than reading a book, in other words, children prefer to learn while playing. Especially for the subject of geometry that requires props to visualize a form of 3 dimensional shapes. Nowadays technological developments are getting more advanced, one of the most developed and popular technology is augmented reality technology. Augmented reality technology can combine the real world and virtual world by way of projecting 3-dimensional objects into the environment projection and displaying the projection result through the media such as monitor screen or smartphone screen in real time.

Based on these problems, Geomath was developed, an interactive learning application based on augmented reality that has the features of learning Geometry, interaction camera to learn details of 3 dimensional shape, and quiz to train material understanding. This application is used as a learning media that can facilitate teachers or lecturers to teach geometry and help students to learn geometry faster by helping modeling and visualize the form of 3 dimensional shape learned by students.

Keywords: Augmented Reality, Geometry, Learning