ABSTRACT

The animal is a living creature that exists around us and we can encounter animals anywhere. Based on the book the class IV elementary school, published by the Department of education's National Center for the year 2008, the introduction of animals based on the food is one of the subjects for the IPA. In this final Project learning media in the wake of the introduction of animals learning media is using Android-based Augmented Reality. The application is expected to give understanding to the students about the introduction of animals can then attract interest of students in learning the material. Application made to display 3D animations as well as visualiasasi discibe animal characteristics are shown.

Keywords:Animal,Augmented Reality