Abstract

Abstract - Utilization of Augmented Reality technology has been widely used in various fields, one of which is the field of education. Augmented Reality technology can be used as an interactive learning medium as a substitute for the prayer guide book which is considered less interesting and boring for children. This study aims to build a learning media application on Islamic religious subjects, especially for prayer material in the form of 3D games. The learning media created in this study use Augmented Reality technology with the prayer card marker. The method used in this study is the Multimedia Development Life Cycle (MDLC). This method has 6 (six) stages of work, each of which does not have to be carried out sequentially. The working stages of this method include Concept, Design, Material Collecting, Assembly, Testing, and Distribution. The results of this study indicate that learning applications for prayer material have been made in the form of 3D games based on Android. The PAI Teacher Team of Cendekia Muda Elementary School agreed that this application could help the process of teaching and learning the Islamic religion.

Keyword: Augmented Reality, 3D, Multimedia, *Interactive* Media, *Animation*, *Marker*