

ABSTRACT

The Augmented Reality application that the author wants is an Augmented Reality application that is built innovatively, a User Interface that is adapted to the age of the average student of 1st grade. In addition, there are also interesting features that can be used for learning such as the sound of animals displayed from this application and moving animations for each animal, and there will be a choice of games, in each game this will propose several features to the user, and game options to guess so that can know and memorize animals in terms of shape,

Based on the above considerations, the author created a study entitled: Designing Interactive Multimedia Applications For The Recognition Of Two Dimensional Animals Animals For Learning Needs At 134 Panorama Primary School

The purpose of writing this final project based on the problem formulation that has been explained is to build animal applications and facilitate learning to recognize animals.

Keywords: Animation 2d, Augmented Reality, Animal Gate