Abstract

Pademi period as it is now resulted the learning activities in school to be disabled and it was replaced with online learning. SMPN 1 Tambelang needs a learning media that able to support online teaching and learning activities, especially for IPA subjects for VIII grade in the discussion of human movement systems. This research aims to create a learning medium by applying Augmented Reality (AR) technology. This learning media application can be used on mobile phones with android as operating system and the application is equipped with a graphic design display that has fulfilled the UI / UX design concept. The AR feature in this application works by scanning a target image (marker) from the pocket book to be given, then the 3D object of the target image will appear above the taget image itself. The 3D object can be rotated and arranged in small by the user, and will be provided with information about the 3D object itself. The creation of learning media applications use the RGD method that use three process work, namely pre-production, production and product launch. Human movement system learning media applications have gone through the process of testing functionality and showing every functionality contained in the application can run properly and target image testing to measure the optimal distance so that virtual objects can be appear and optimal distances so that 3-dimensional visual objects can be appeared that is 7 cm - 60 cm. Applications of human motion system learning media have also passed the test process by users using the method (UEQ) by getting an average impression in the clarity question group of 2,152 from a scale of 3 which shows that the application falls into the category of good.

Keyword: Augmented Reality, Learning Media, UI / UX Design, RGD, UEQ.