

## ABSTRACT

*Along with the development of technology today, especially in the field of information media, which is interactive and easy to access anywhere and anytime. Based on research, an effective way to make the information easy to understand is by making the information as attractive as possible so that it attracts the interest of the reader to know more about the information, besides that interesting information will be easily understood and remembered by the reader.*

*This application is made for Vocational High School students with light vehicle engineering competencies and can be used for public use. In this application will display 3D objects of some materials contained in the Syllabus Competency Of Light Vehicle Engineering Expertise, such as 2-Step Gasoline Motor Cycle, 4-Step Gasoline Motor Cycle, Jacking, Blocking, &Lifting and how it works.*

*From the results of the tests that have been conducted, all content and systems that have been created can be successful as expected, this Light Vehicle Engineering Learning Application can run well at the optimal distance of marker retrieval at a distance of 20-40cm and angle  $0^\circ$  and angle  $45^\circ$ . Delay testing provides mixed results. This can occur due to several factors such as light intensity, angle and distance. The average delay in bright lighting conditions was 0.576 seconds, while at dim lighting it was 0.621 seconds and resulted in an average total delay of 0.599 seconds. With the results of the feasibility percentage of the application of Light Vehicle Engineering Learning is 87.4%. So, this application got 87.4% results with 30 students of SMKN Krui as respondents. It can be concluded based on this percentage that this application is very feasible.*

**Keyword:** *Augmented Reality, Learning, Light Vehicle Engineering*