

## ABSTRACT

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*Augmented Reality (AR) is an innovation that can provide visualization and animation of a model or object design that combines 2D and 3D virtual worlds into a real world. The form of using AR technology in the teaching and learning process is for example animal recognition media for children. The use of AR in the learning process is effective for increasing the attractiveness of the learning process because children can also interact directly with the animals they are studying with an image detected using the camera from an Android device in real-time or real, then displaying other information virtually on the screen. device. Besides being more interactive and entertaining, it can also increase efficiency because it can be directly applied by Android users practically*

*Therefore, the researchers designed a learning method with the help of a multimedia-based computer that leads to learning about ancient times, especially in learning to recognize good and correct ancient animals. Ancient animals are one of the teaching materials to be able to recognize animals that were once extinct. Researchers are trying to put this material in the form of 3-dimensional (3D) visual multimedia, so that users understand more quickly about the origin of this ancient animal. In addition, this system can also be used to combine Augmented Reality with an Android-based smartphone to be able to demonstrate ancient animals in detail and detail. With the number of smartphone users today, especially among students, it is hoped that the applications that researchers make will make it easier and more attractive for users to learn to recognize ancient animals at home and at school.*

*Keywords: Argumented Reality, Visual 3 dimensi (3D), Android*