ABSTRACT

Augmented Reality is a technology that has a function to combine two-dimensional (2D) and three-dimensional (3D) virtual objects into the real world, which will be projected in real time at the same time (real-time) and it will be projected in the real time at the same time. This thing can be used as a medium to convey learning information. The Augmented Reality Trash Recognition Application called "Trash AR" utilizes Augmented Reality as a learning medium to kindergarten children. This application aims to introduce the types of waste, the side effects also how to process them, which is intended for kindergarten children. There are so many Learning media applications for children that do not have an attractive interface design, this makes the writer implement a user interface design for Augmented Reality Trash Recognition application based on Android using the UNITY 3D software also CANVA pro and FIGMA to help design development to make it look more attractive from applications that already exist before. In developing this final project study, the writer uses some Multimedia Development Life Cycle method. The overall design as well as the application uses UEQ or User Experience Questioner for the testing, with the results of Attractiveness 2.63, Pragmatic Quality 2.32, Hedonic Quality 2.28. with an average result of 2.54 which means it is excellent. From the existing results it can be stated that, the Trash AR application is feasible.

Keywords: Augmented Reality, UNITY 3D, FIGMA, MDLC, User Interface Design