

## ABSTRACT

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The introduction of rare animals and plants for grade 4 children at SDN 12 Guguak still uses the old method of using books as a medium for learning. Utilizing technology as a learning medium, especially in the introduction of rare animals and plants, is a new thing that must be tried. There fore it is needed in the field of education, especially the introduction of rare animals and plants. An application that can display 3D objects of rare animals in Indonesia. This application is made using unity technology by applying the augmented reality method to be able to display 3D objects. To be able to operate this application, an augmented reality book is provided to introduce rare animals and plants. This augmented reality book does not only present material and pictures. Books specially designed with additional features, namely markers that can be scanned through the Tuhelang application. Rare animal 3D objects will appear when the Augmented Reality camera in the Tuhelang application is pointed at the marker image in the book. To move 3D objects, you can use your finger on your smartphone. Each rare animal 3D object will be given material about endangered animals in Indonesia in general. The button will appear when the 3D object appears on the smartphone layer. Animations will also be presented in the form of animal objects walking in place and animal animations eating with buttons that appear when objects are seen. Students can feel directly how the animal moves like the original movement of the animal. Based on the test results of the Rare Animal Augmented Reality Application that was developed, it was tested on 11 respondents. with an Attractiveness value of 1.73, Perspicuity of 1.80, Efficiency of 2.02, Dependability of 1.59, Stimulation of 1.27, and Novelty of 1.11 from the UEQ scale.

Keywords: Rare animals, Augmented Reality, Unity, 3D Objects