ABSTRACT

The Solar System is a collection of celestial bodies consisting of several stars, planets, the Sun, which is referred to as the center of the Solar System, and all objects bound by its gravitational force. This final project aims to develop the UI/UX of a learning application about the Solar System using Augmented Reality (AR), targeted at seventh and eighth-grade students at SMPN 03 Baleendah. The prototype UI/UX design is created using Figma based on the students' needs. In developing this application, the interface design follows the design thinking method, which comprises five stages: empathize, define, ideate, prototype, and testing. The application is expected to support students in the learning process by helping them understand each planet in our Solar System. The result of this final project is an interactive AR learning application accessible through Android devices, equipped with features such as 3D objects and information on those objects, instructional videos for eighth grade, an application module, and learning materials for seventh and eighth grades, organized according to the curriculum. The conclusion of this final project confirms that the UI/UX design of a user-friendly application, aimed at facilitating seventh and eighth-grade students in learning about the Solar System, has been successfully developed. This application received a score of 80 with an "Excellent" rating and is categorized as an acceptable application.

Keywords: Design Thinking, Solar System, Augmented Reality (AR), UI/UX