

## ABSTRACT

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Learning to use the media and the development of today's technology can be a new innovation and answer the problems learning in the classroom. One of the subjects taught at the vocational high school level is the introduction of elements of computer hardware. The technology used to study is Augmented Reality. Basically, Augmented Reality is a merger of real objects and virtual in the real environment in real time and integrates well and clearly. While the learning process teachers deliver material followed by the students pay attention to the teacher and modules. The problem faced is the availability of the objects to be introduced to the students incomplete result students are less able to recognize the computer components and does not accept the fullest. This application can be used by teachers and students by using a smartphone. Applications are expected to be an alternative learning for vocational students in learning the elements of computer hardware. This application is made with the prototype method, using the Unity software and Blender to create a 3D object. To display an animation of objects on the screen needed a marker.

Keywords: Introduction of Hardware Computer, Augmented Reality, Unity, Blender, Marker.