Abstract

Concentrations possessed by young children are minimal compared with the concentrations of adults. It affects the learning patterns applied to children. The pattern of applied learning should be more interesting in the delivery of the material. The problem that occurs in the study of animals in Indonesia is that children can not imagine or visualize the form, movement, and sound of animals. Based on the observations and interviews that have been done, learning the introduction of animals in Indonesia by using a picture book of animals, props, videos about animals, and visiting the zoo. But it still lacks that not all children can understand the material with picture books, expensive and incomplete props, and also the expensive cost to visit the zoo. Therefore it takes other learning media such as smartphone applications. The solution in question is the application of Animal Introduction in Indonesia with Augmented Reality Technology. Augmented Reality is a technology that combines two-dimensional virtual objects into a real three-dimensional environment. The approach taken to design the application prototype is by using the method of Goal Directed Design in accordance with the needs and goals of users in learning. This method is a method that focuses on the purpose of the child, where in this case the aim of the child is to know and know what animals come from Indonesia. After the design user interface successfully designed, then will be made a prototype that can run on android platform. Prototype tested its usability level using QUIM. Prototype test results get the value with a percentage of 91% so it can be said the usability level of the application of learning to know animals in Indonesia is in accordance with the characteristics of early childhood..

Keywords— Intoduce Animal, Augmented Reality, User Interface, Goal-Directed Design.