ABSTRACT

Augmented Reality is a technology that can display virtual objects are more real, the technology is realatively new in the world of learning for children. Curious children level for something more detailed to what is learned in school, especially science subjects will be the base of the problem makes recognition applications for science subject in grade 3 Ar-Rafi Bandung using Augmented Reality. This application is built with Blender 3D as a maker of 3D objects and Unity as a maker of 3D Objects to Augmented Reality. This application can run on Android OS devices and for markers that can be scanned on Android OS used in the case study book module uses the object image in it. When the application is running will be able to choose the voice to speak English or Indonesian, and 3D objects will appear when the marker successfully scanned. This application can show about five sense and the body's major organs with the voice in it. This application allows teachers and students in the learning process using visual auditory learning styles so as to satisfy the curiosity of students to see things they have learned something in 3D.

Keywords: Augmented Reality, Unity, 3D, Science, Android.