

ABSTRACT

With the development of time, learning in the elementary school demanded to be more concrete that requires learning media that not only rely on data from the book alone but can be supported also with visual media so that children are more interested in learning.

With the rapid development of technology bring changes in human life. One of its development is Augmented Reality technology. Augmented Reality technology is a technology that combines two-dimensional or three-dimensional virtual objects into a real environment and projecting these virtual objects in real time. Therefore, to help students in learning, we took the initiative to create a learning media about Augmented Reality based symbiosis Sim-ART.

Sim-ART application has been tested on elementary school students of class IV in SD Negeri 02 Sukapura Kec. Dayeuhkolot, Kab. Bandung to 15 respondents with 13 statements about the application features and 5 questions. And from the 13 tested statements obtained an average of 1.34 using the three calculation scales. It can be concluded that the use of Sim-ART application is relatively easy and can facilitate in learning about symbiosis by providing clear and easily understood information for children.

Key words : Augmented Reality, marker, scan, symbiosis