

Abstract

Primary school education currently refers to the 2013 curriculum which covers Indonesian, Mathematics, English, Science and Social Studies subjects. Especially in science subjects class 5 and 6 elementary school there are lessons about animals and marine life that includes ecosystems and food chains. In the 5th and 6th grade science subjects, students are taught about the various species of living things. Includes species of land animals and marine animals. The way students learn is to read a textbook or just listen to the explanation of the teacher when the lesson lasts. Therefore based on information and problems that occur tercetuslah ideas that are expected to be a solution and an alternative for teachers to deliver material when teaching more efficiently. The solution in question is to make an application of education of sea animals as a medium of learning of elementary school students, especially class and grade 6 based on mobile android based school using Augmented Reality technology in practical and easy to understand. Unity itself that makes an object to look more real as the original (3D).

Keywords: Augmented Reality, Sea Animals, Learning