ABSTRACT

Augmented Reality (AR) is an interactive technology that is capable of projecting virtual objects into real objects in real time. The development of AR technology in this time has contributed a lot to various fields. One of the implementations of AR in the field of education is the book AR. Books are one of the widely used learning media. If there are interesting and good books that will surely attract attention. For example, like the type of book, ASEAN Augmented Reality (AR) is an interactive technology that is capable of projecting.

One operating system used by cellphones or smartphones is Android. By utilizing linux-based cellular media that enforces open source. By utilizing mobile media to build applications using learning technology, mobile-based AR applications have advantages because they are easily moved.

The presence of this application facilitates learning and teaching activities about ASEAN countries and also helps the learning process of students in Elementary School (SD), Middle School (Middle School), and High School (SMA) and also hopefully by presenting this application the world of education in Indonesia is growing.

Keywords: ASEAN, Augmented Reality, books, android