

Abstract

The progress of information and digital technology in this time not only has a positive impact but also has a negative impact too, such as invasion of digital games that seem drown out an educational games. It is making worse by uncontrolled gadget used, especially to the children. So that children like addicted to digital games and become poor of creativity. A concern condition of course, but we must realize that at this time we are very depend on technology. Realizing this, the authors make an application that combines digital technology and educational games that can help to explore the interests of the community especially the children and teenager to play education games using digital technology that will impact to development of their creativity. This application is based on Android with augmented reality (AR) technology, which is made using Unity 3D. This application form is a guide to assembling Plastic Building Blocks into certain forms with easily and fun, so the user can be creative without leaving technology. This application can be used by a smart phone with Android operating system.

Keywords: games, Plastic Building Blocks, use of gadgets, Augmented Reality (AR), Android, unity3D.