

ABSTRACT

Children need to be introduced to the types of nutritious food, especially vegetables and fruit because good nutrition is very important for children's growth and development. Due to the lack of introduction of fruit and vegetables since early childhood, it results in children's low interest to consume fruit and vegetables despite fruit and vegetables tend to positively correlate with children's food supply. In spite of the introduction of fruit and vegetables has been applied to formal education with all its limitations, there have not been many types of fruit and vegetables introduced and it creates difficulty for children to describe them in real shape. Therefore, supporting media is needed for independent learning by utilizing multimedia and technology-based learning media to make learning methods more efficient. The solution found was the application of introduction of fruit and vegetables using Augmented Reality (AR) based on interactive multimedia thereby children can see the shape of fruit and vegetables more real without having to bring the actual fruit. By using the Child Centered Design in design method the author successfully modeled the user interface for introduction of fruits and vegetables using Augmented Reality based on interactive multimedia based on the characteristics of early childhood by passing through two stages of testing, that is the first and second iterations that are proven in usability testing using the USE Questionnaire evaluation method. It is declared that the model built is in the very good category with a percentage of 92.8%. Therefore, it can be concluded that the application built is very useful for children because it is easy to use and learn and also it creates joyful learning experience for children to learn fruit and vegetables.

Keyword: Augmented Reality, Child Centered Design, user interface.