Abstract

Natural science is related to natural knowledge that has been systematically taught to students since elementary school. There are a lot of material that students can study in science subjects, one of which is animal grouping. The material is studied in a wide range of learning media, but students still find it difficult to understand the material. An application for introduction animal-based Augmented Reality (AR) with an interface that closely respects student characteristics can help students study animal grouping. The AR technology used can enable virtual 3d objects to be integrated into real time living environments, thus providing access to students with visualization. The study uses the user-centered design (UCD) as method of design and evaluation with System Usability Scale (SUS). The result of SUS evaluation is that it is known that the interface design used in the animal recognition application gets grade b and also has an acceptable level of penetration that users can receive. Thus, the study successfully produced an interface design that correlates with the characteristics of the student. When conducted an evaluation, it is suggested to ask the same to the custom-related user for the designed application

Keywords : User Interface, Augmented reality, User Centered Design (UCD), System Usability Scale (SUS)