

ABSTRACT

Augmented Reality (AR) regarding musical instruments is based on introducing musical instruments to elementary school children. The purpose of introducing AR-based musical instruments is to be an alternative due to the Covid-19 pandemic, which requires elementary school students to study online at home. By using the AR application, learning about musical instruments is expected to be an alternative that makes it easier for Nambo 02 Bogor elementary school students to recognize various types of musical instruments when learning online. Making AR as a learning media for musical instruments using the Multimedia Development Life Cycle (MDLC). The results of this study resulted in AR applications as learning media for musical instruments that were able to display 3D models of musical instruments, audio players, general material for musical instruments and game. The results of the functionality test show that all application components work well. For testing the effectiveness of the percentage value of 88% so that the application is included in the very effective category.

Keywords : Augmented Reality. Multimedia Development Life Cycle (MDLC), Musical Instrument