

ABSTRACT

AR Limbs is an Augmented Reality-based human limb recognition application. The application of media aids the introduction of human limbs for grade 4 elementary school students based on Android is one of the factors that can help convey material to students in the teaching and learning process. This research aims to help students learn to recognize the human body easily. This application is called Augmented Reality of the limbs, which contains learning materials and exercises to know the members of the human body. The method used to build this application is the Multimedia Development Life Cycle which consists of 6 stages, namely concept, design, collection of materials, manufacture, testing, and distribution. The results obtained from this study are the application of Augmented Reality of limbs has been tested using the Likert scale method, with the results of these trials it can be concluded that students can learn easily.

Keyword: Application, Augmented Reality, Method