

## ***ABSTRACT***

Education for children is very important. Aspects that must be considered are learning methods and media. This research is made of innovative and alternative learning media to introduce vegetables in Kindergarten. Augmented Reality technology is to combine the concept of two-dimensional and 3-dimensional virtual world objects in a real way. This learning media uses picture cards. In this application there is a quiz that helps children get to know vegetables better after seeing 3d objects in Augmented Reality. In this quiz there are 2 types of questions, namely Guess the Picture of Vegetables and Guess the Number of Vegetables in which each quiz contains 10 questions. The method used is the MDLC (Multimedia, Development, Life, Cycle) method. Based on the research, the application can be used properly with the test results on the application used in accordance with its application, with a testing scale reaching 90.3%. This research also helps children and teachers in the educational process with more modern learning media using an Android smartphone.

Keywords: Augmented Reality, Smartphone, Android, Quiz, Vegetable, Kindergarten.