

ABSTRACT

This application focuses on making applications that are supported by Augmented Reality (AR) for mobile devices that can be used for learning media for Fatimah Kindergarten children, namely the introduction of fruits and vegetables and their benefits. Along with the current technological developments in the field of multimedia, especially 3D objects, there have been developments. In 1997, Azuma initiated a merger between a real object and a virtual object that has a 3-dimensional (3D) shape with a real external environment in real-time which is currently known as Augmented Reality (AR). In its development, AR devices have become various, one of which is ARToolkit. This Augmented Reality (AR) application about vegetables and fruit is to introduce existing vegetables and fruits to children in Fatimah Kindergarten, with the aim that children in Fatimah Kindergarten will recognize the benefits of vegetables and fruit. This AR application was made for children in Fatimah Kindergarten, with the hope that this AR application made will increase children's interest in vegetables and fruit, so 16 types of vegetables and fruits were taken for examples to be included in the application.

Keywords: Augmented reality, vegetables, fruit, children, 3d