

ABSTRACT

The development of technology today brings major changes in the field of education in the learning process, education for children is important at this time, the introduction of vegetables is sometimes one of the obstacles experienced in the learning process. Because there are learning methods that are less interesting and make children feel bored quickly. So in this research, an innovative learning media was made and also one that could increase the interest of kindergarten students to introduce vegetables using the Augmented Reality application. With this android-based vegetable introduction application, it can help children's learning. Based on the test results obtained , it can be concluded that this application is feasible to use and from the test results on this application shows the percentage scale reaches 97% . then from making this application can help teachers and children in the learning process with more interactive learning media

.Keyword in English : Education, vegetable introduction, Augmented Reality