

ABSTRACT

Media learning for early childhood is one of the tools used to introduce basic colors for childhood. But young children get bored easily and are more interested in new things. So that this media learning and technology will be very supportive for the learning process in early childhood education, especially in the era of very rapid globalization. Advances in communication technology can influence the learning process. By utilizing Augmented Reality (AR) technology, the learning process is expected to be easier with the support of visualizing images in three dimensions to create real reality in the learning process. This color recognition application in the form of an AR-based spatial structure was created using the Unity 3D program with the Vuforia Framework. This research produces an Android-based AR application called RUANGWARNA. As well as seven kinds of marker cards to scan images to become three-dimensional objects in the application. This research is in collaboration with TK ABA 2 ALAM Bojonegoro as partners. The conclusion from the results of this study is that the RUANG WARNA application can be a learning medium using Augmented Reality (AR) technology regarding color recognition for early childhood.

Keyword: *Media Learning, Introduce basic colors, Augmented Reality (AR)*