

Abstract

Junior High School (SMP) is a level of basic education in formal education in Indonesia which is taken after graduating from elementary school (or its equivalent). In grade 9 education, there is historical learning about the introduction of the relics of Islamic kingdoms in Indonesia. In helping students' learning process, teachers are starting to take advantage of technology that is starting to develop at this time, one of which is Augmented Reality (AR) technology. However, through observing the use of AR technology in the history of the Islamic empire, there are still some problems regarding the usability of the previous application. Among them are the difficulty of students in operating the existing AR features & menus, as well as the difficulty of students in understanding the material without a description of each object of its heritage. This problem causes a decrease in students' interest in using AR-based learning applications to help them learn the Islamic work material. This research was conducted to determine the level of ease and usability of AR-based applications in the student learning process. In overcoming these problems, researchers designed a user interface design that is easy to understand and in accordance with the characteristics of junior high school students. As well as a simple design on AR features that can make it easier for students to use the application by using the User Centered Design (UCD) method. Testing the application using the System Usability Scale (SUS) method found a total SUS score of 80.00 in the "Acceptable" and "Good" categories. This study found a good usability category from the test results on the application's User Interface, as well as the ease of users in operating it properly.

Keywords: *junior high school, interactive learning media, historical user interface, augmented reality, user centered design, SUS*