

ABSTRACT

Hero of the Revolution is a title given by the Indonesian government to military officers who died in the events of the September 30th Movement in 1965 in Jakarta and Yogyakarta. Students learn interest in lack of or do not have an idea about the hero of the revolution, the teacher always gives material about the struggle by telling stories without any supporting objects. To solve this problem, the author makes an "Augmented Reality Application for Learning the History of Indonesian Revolutionary Heroes at SDN Sukatani". This application can display 3D objects and the history of each Revolutionary Hero contained on a card that will be combined with Augmented reality technology. It is hoped that with this application elementary school students can find out the history of each of the heroes of the Revolution.

Keywords: 3D Objects, Audio Explanation, Augmented Reality