

ABSTRACT

The application for recognizing the position of the lunar and solar eclipses is an application that will display the position of the lunar and solar eclipse phenomena which are designed based on Augmented Reality using the Vuforia SDK. The scanning system uses a Media Card Marker which on each card the user can see the position of the lunar and solar eclipse phenomena. In designing this application using the Game Development Life Cycle (GDLC) method. The testing method used by the author is the Black Box Testing, PreTest and PostTest, Likert methods. Black Box Testing method is a software testing technique that focuses on the specification of the functionality of the software. The PreTest and PostTest methods are formative evaluation testing techniques that function to determine the progress or development of student learning. Through the PreTest and PostTest testing, the score increased by 6.3 after using the Application. The Likert method is a research scale used to measure the opinions of respondents. The Likert test was carried out using paper media containing questions filled in by the respondent. Tests using Likert got 27 respondents from Class 6 students at SDN Sukapura 02 with very decent results, namely 88.814%.

Keywords: Lunar and Solar Eclipse, Augmented Reality, Game Development Life Cycle (GDLC).