

ABSTRACT

Interface design problems often occur in software engineering development. Without realizing it, this problem is often found when the software has been developed either by the author or the tester. Interface design or UI plan (UI) is an important part of software because users interact with the software and how information is displayed. In making Augmented Reality applications, apart from the interface, the most important thing is that markers, markers or markers are a tracking method that is widely used in AR applications, because markers are considered to have a simple recognition mechanism. The accuracy of the marker is also very influential in Augmented reality. Needs Analysis of Mockup Implementation Testing to create an augmented reality application aimed at early childhood, it can be concluded that we have succeeded in realizing it. This Final Project produces an Augmented Reality application called "Trash AR", in which there is a Game menu and a Scan Sticker which, if used, requires a marker to scan it. Using the User Experience Questioner (UEQ) method, we submitted a questionnaire to participants to dig deeper into the Trash AR usability testing information. The results of the application test got an attractiveness (attractiveness) of 3.36 which means that it is very good (excellent) and other results such as efficiency which means the efficiency of this application. got 3.17, clarity (Perspicuity) 2.67, accuracy (Dependability) 3.04, Stimulation (Stimulation) 2.71 and novelty(Novelty) got 2.71 with a total average of 2.94 which means very good .

Keywords: Augmented Reality, Canva, Marker.