

## ABSTRACT

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*The methods of learning and teaching vary as uses the learning book, but as the time of learners bored with the technique of using only books, the medium of learning in the teaching process is currently less than optimal. In the region Cianjur of congress at SDN Campaka 1 teaching process uses only textual and illustrative books, making it less effective for students. As technology expands on learning media tools, combining reality augmented technology and class 3rd thematic book will result in an interactive multimedia learning app.*

*This multi-interactive Augmented Reality learning app has a feature 3D object has a link to thematic books theme 3 class III of curriculum 2013, an interactive video and narrative can address the lack of learning media for teachers at SDN Campaka 1 and can also create an environment for students at SDN Campaka 1. In the application, the method used is serious game development models (SGDM) and developed using Unity software to use on the Android platform.*

*Keywords: Interactive Learning Media, Augmented Reality, Integrated Thematic Curriculum 2013*