

ABSTACT

The learning media that is mostly used today only uses books so that educational programs are not achieved and the material presented seems ordinary. Not a few people who do not like reading textbooks, especially children. By using increasingly sophisticated technology, it can support the world of education as well as advancing education in Indonesia. One of them is Augmented Reality technology which is a new breakthrough in the global world. Learning methods like this can make children more enthusiastic about learning because so far the learning methods that have been introduced to students are conventional. Implementation of Interactive Augmented Reality Recognizing 3D geometry using Marker Based Tracking realizes a system in the form of a spatial recognition facility by displaying 3-dimensional objects and adding explanations using sound that are designed to be interesting to increase school children's learning interest. The application development method used is the Luther Sutopo methodology, so an Android-based 3D geometry learning media is realized. The results of the application test get a feasibility test value of 83.29%, where this value can be categorized in the very feasible category to use.

Keywords: Android, Augmented Reality, geometry, learning media