

ABSTRACT

Animal recognition learning is certainly needed for early childhood children, but for learning animal recognition, conventional learning methods are still widely used in the form of material from books and other two-dimensional media and this method is still applied in one of the Lengkong 1 TKA schools but the school occasionally introduces through recreation to the zoo, but since the Covid-19 pandemic there is TKA A Lengkong 1 who has to do animal recognition lessons through books and other two-dimensional media.

To overcome this problem, the author makes an Augmented Reality-based animal learning application called EDUKID. This application was made using the Multimedia Development Life Cycle (MDLC) method and has been tested using the Blackbox method. Based on a direct assessment by the teacher and guardian of the Lengkong 1 TKA student through a questionnaire and processed using the User Experience Questionnaire (UEQ) method, the EDUKID application obtained results with an excellent description. This application can display three-dimensional objects that contain animal sounds and voice overs in Indonesian and English. This application can be completed and used by TKA Lengkong 1 students, based on interviews with the principal of TKA Lengkong 1 school with this application students of TKA A Lengkong can learn more attractively and can make introductions without going to the zoo because of the pandemic.

Keywords: Animal learning, Augmented Reality, Early childhood learning