

**IMPLEMENTASI *GAME PUZZLE* DAN KARTU INTERAKTIF
PENGENALAN HEWAN DAN MAKANANNYA BERBASIS
AUGMENTED REALITY (STUDI KASUS TKA LENGKONG 1)**

***IMPLEMENTATION OF PUZZLE GAME AND INTERACTIVE CARD
RECOGNITION OF ANIMAL AND FOOD BASED ON AUGMENTED
REALITY (STUDY CASE TKA LENGKONG 1)***

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