

AUGMENTED REALITY PENGENALAN MANUSIA PURBA DAN ALAT-ALAT PRASEJARAH BESERTA FUNGSINYA BERBASIS ANDROID

*(THE USE OF AUGMENTED REALITY PROGRAMME AS MEDIUM OF INTRODUCING
THE ANCIENT HUMAN SPECIES AND PREHISTORIC TOOLS WITH THEIR FUNCTIONS
BASED ON ANDROID)*

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ABSTRACT

Applying Augmented Reality (AR) programme as a medium of the introduction of ancient human species and pre historic tools will make it easier for teachers and students to learn about it. AR application is a combination of several components such as image, text and animation will make users more understand the information submitted. The use of 3-dimensional object can make the delivery on information more interesting. Made application are used to provide information about ancient human, prehistoric tools and also their functions

The Application is made by doing literature review, observation, and interview to get necessary datas. This application is made using prototype model and some software to create a 3 – dimensional design, editing audio, marker making, and making face display. Research carried out to produce multimedia applications that provide information about ancient humans and prehistoric tools to elementary school students.

Keywords : Ancient Humans, Augmented Reality, Prehistoric Tools