

**Perancangan Media Pembelajaran Berbasis *Markerless Augmented Reality* Pada Materi
Sistem Tata Surya**

Design of Markerless Augmented Reality-Based Learning Media on Solar System Material

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ABSTRACT

One of the factors that support the progress of a country is education. In the world of education itself cannot be separated from the learning process, and in a learning process media is needed to flow the learning material. For some students, natural science, especially in theoretical physics, is a difficult subject to reach, most of the reason is because the delivery of material is limited to the learning media which is only through pictures and simple simulations so that students' interest in studying the material decreases, so the learning media which is used is made by following the development of science and technology, given that technological developments are also always worrying for its users. One of the technological developments in question is augmented reality technology, which is an effort to combine the real world with the virtual world. Based on these objectives, the research method used is the ADDIE Research and Development model, one of the learning design models that is used as a guide in building training infrastructure tools and programs, dynamic and supporting the performance of the training itself. One of the interesting physics learning materials to be developed using Augmented Reality is learning the solar system. The method used in this technology is augmented reality without markers, the advantage of this method is that the user no longer needs an additional just to display various kinds of digital elements.

Key words : Media Pembelajaran, *Markerless Augmented Reality*, Model ADDIE