

**PEMBELAJARAN EDUKASI PENGENALAN BUAH DAN HURUF ALFABET UNTUK
SISWA DISABILITAS DENGAN MEMANFAATKAN ARGUMENTED REALITY 3D
MENGUNAKAN METODE *MULTIMEDIA DEVELOPMENT LIFE CYCLE* (MDLC)
DAN WATERFALL**

*EDUCATIONAL LEARNING OF FRUIT RECOGNITION AND THE LETTERS OF THE
APPLET FOR DISABILITIES STUDENTS BY USING ARGUMENTED REALITY 3D USING
MULTIMEDIA DEVELOPMENT LIFE CYCLE (MDLC) AND WATERFALL METHODS*

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ABSTRACT

Education is not only for individuals who are intelligent and physically fit, but all individuals have the right to proper education. Likewise with Children with Special Needs (ABK) such as students at SLB Negeri Gending. Students with Disabilities are students who have physical disabilities so that there is still a lack of knowledge about the current digital era. The methodology used in developing this application is the Multimedia Development Life Cycle (MDLC), so that the results obtained are of high quality. good and appropriate to use in learning. In implementing Augmented Reality, Vuforia and Unity are used to be implemented on Android Mobile devices. With Augmented Reality learning can provide convenience to visualize material in the form of 3D animated objects. From the results of the tests that have been carried out, it can be concluded that the results of the User Acceptance Test (UAT) show very good results where the interpretation of the score results reaches 91.00%.

Keyword : *Multimedia design, Augmented Reality, students with disabilities*