ABSTRACT

Augmented Reality (Ar) is one of the latest Information Technology at this time in the field of multimedia, and is widely used in various aspects of the field one of which is the field of Education. This technology is well used in teaching and learning facilities to make it more interesting, effective and efficient, one of which is as a medium of learning. Vegetables and Fruits are a source of micronutrients that are very beneficial for the body, because these two nutritional components are very important in the body's metabolic processes as regulators and antibodies are also beneficial in reducing the incidence of chronic diseases. As a tropical country, Indonesia is one of the biggest and most vegetable producing countries in the world, but it is regrettable that the consumption of vegetables and fruits of the Indonesian people is still lacking. The purpose of this final task design is to help the children in knowing the types of vegetables and fruits as well as the nutritional content. Making Learning Media Applications Introduction of various types of vegetables and fruits and their nutritional substances. Using Some Supporting Software Among them are Unity, Vuforia, Blender and Corel Draw. a marker (marker) in the form of a pattern / shape, then if the marker is detected by the camera / webcame then the object will be displayed. This research resulted in the application of learning media for the introduction of various kinds of vegetables and fruits and their nutritional content using Augmented Reality technology.

Keywords: Augmented Reality, learning media for introduction of vegetables and fruits and their nutritional content