Pengenalan Sayuran Berbasis AR (*Augmented Reality*) untuk Pendidikan Anak Usia Dini *(Introduction to Augmented Reality Based Vegetables for Early Childhood Education).*
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ABSTRACT

The early childhood stage, often referred to as the "golden age," is a critical period in their development. During this time, they have immense potential to grow and develop rapidly. However, traditional teaching methods often fall short in engaging their interest and concentration. The lack of attractive learning media and comprehensive visualization can hinder their understanding. This is of paramount concern considering the importance of early childhood education in laying a solid foundation for further learning. Innovative teaching approaches are needed to ensure optimal understanding during this crucial age. Introducing vegetables to young children through Augmented Reality (AR) applications can effectively increase their interest in consuming vegetables and their understanding, as evidenced by previous research showing significantly higher levels of understanding among students using AR applications compared to traditional media. This underscores that AR applications provide a more comprehensive learning experience through engaging 3D visualizations. The results of this design were then tested using User Acceptence Testing, resulting in 84% of respondents rating the quality of the application as highly suitable, and 87% of respondents rating the quality of the information presented as highly suitable. These results indicate that the developed application not only meets functional needs but also provides accurate and useful information for users.

Keywords: *Model ADDIE, Augmented Reality, Media Pembelajaran*