Perancangan Dan Implementasi Aplikasi "Kebun Qur'an" Untuk Mengenal Tanaman Dalam Al-Qur'an

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ABSTRACT

The rapid development of information technology has opened opportunities for developing interactive learning media, particularly for early childhood education. However, the introduction of plants mentioned in the Qur'an is still conducted through conventional methods, which often lack engagement. This study aims to design and implement "Kebun Qur'an," an Augmented Reality (AR) based application, as an interactive learning tool. The research utilizes the Research and Development (R&D) method with the ADDIE model, which includes Analyze, Design, Development, Implementation, and Evaluation. The application was developed using Unity, Vuforia SDK, and the C# programming language, featuring learning, practicing, and playing modules. It utilizes marker scanning to display 3D plant objeks. The results from Black Box Testing and Frame Per Second (FPS) testing indicate that the application runs smoothly. Validation from media experts yielded an average score of 93%, while material experts provided a score of 84%, both falling into the "Highly Feasible" category. Furthermore, user trials resulted in a 90% satisfaction rate, indicating that the application is well-received. Consequently, the "Kebun Qur'an" application serves as an effective and interactive learning medium for early childhood education.

***Keyword**: Augmented Reality, Learning Media, Early Childhood Education, The Qur'an*