# The Design of Augmented Reality Android-Based Application as Object Introduction Media Learning to the Children

Author: Adnan, Fahrobby

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## Abstract:

Education is a human conscious effort to improve life quality. Children education should be organized as early as possible. Media learning cannot be separated from the learning activities. Computer-based technologies utilization as a media learning is an effort to improve learning quality. Augmented Reality is a technology that combines the real world with the virtual world. The goal is to create the impression that the dimensions of the real world we are enriched with virtual objects either two or three dimensions. So as to add information to the real world as expected. Android operating system is Linux-based operating system designed for smartphones and tablet computers. Currently the android based smartphone has the most number of users around the world. One of the things that causes this is the support of various brands of smartphones that use this operating system. Utilization of Augmented Reality technology as a media learning about objects introduction to the children is expected to overcome the limitations of space, time and mains senses of children. In addition, to avoid any misunderstanding of an object or concept. The decision to use android based application considering to make easily access for the user.

Keywords: Android; Augmented Reality; Education; Media Learning; Mobile Application