

ABSTRACT

DESIGNING A LEARNING MODEL FOR THE INTRODUCTION OF COMPUTER HARDWARE BASED ON AUGMENTED REALITY IN SMK BUDI KARYA NATAR

By

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Education in Vocational High Schools (SMK) is key in shaping a quality young generation, but students often have difficulty understanding computer hardware. The innovative solution is to apply Augmented Reality technology in learning. Learning design Augmented Reality Learning Design at SMK Budi Karya Natar is expected to make learning more interesting and easily understood by students. This research used Unity and Blender to provided realistic visualization and interactivity that improves concept understanding. Although it had advantages, such as engage learning experience and accessibility on various Android devices, there were also some drawbacks, such as device limitations and development complexity. Suggestions for further development includes: the development of applications that are more compatible with various devices and smartphones and the addition of diverse content to enhance the user experience.

Keywords : *Augmented Reality, Unity, Blender, Android.*

