ABSTRAK

Augmented Reality Learning Movements and Prayer Readings Based on Android at SMP Alam Alkarim Lampung

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Based on interviews that have been conducted in this study, conducted at Alam Al-Karim Middle School there were problems when conveying student learning, especially religion, students quickly got bored if the teacher only delivered learning with lectures, and also there was no suitable learning media. So this school needs learning media for teaching and learning activities about prayer movements and readings. With Augmented Reality technology that can be run via smartphones in the world of education is very relevant, because it can create interaction between students and teachers. Augmented Reality is a technology that combines two-dimensional (2D) or three-dimensional (3D) virtual objects.

Augmented Reality Learning Movement and Prayer Reading Based on Android can be an alternative in helping the learning process at Al-Karim School, this application was built using several software such as Coreldraw, Blender and Unreal Ungine. The method used for developing the application uses the Development Life Cycle Method and is tested using ISO 25010 standard testing with two aspects, namely the results of Passing the Functionality and Usability tests. Usability testing uses a questionnaire, with four aspects, namely Operability, Learnability, Understandability and Attaractiveness.

The results of this study produce Augmented Reality Learning Movement and Prayer Readings Based on Android which is expected to be able to help Al-Karim School in the learning process. The results of application quality testing using ISO 25010 which consists of Functional and Usability characteristics obtained from Functional Suitability testing results obtained a value of 100% and Usability test results obtained a value of 96.65% so that the application was approved for use.

Keyword : *Augmented Reality, Android, Learning, Technology, ISO 25010*