ABSTRACT

Education is one form many aspects of improving human resources which is continuously improved and renovated from all aspects. Education as a place of growth occurs when it is able to develop the hidden potential of children which is called growth potential. Origami can stimulate children's creativity, and can train children's motoric sensors. The introduction of origami to children from a young age can sharpen their brains to think creatively. Introduction to origami can be through an application. The application can be in the form of an augmented reality single marker which is packaged in the form of an Android-based animated video. Based on this, this study uses the design and creation research methodology, and uses the Luther-Sutopo method for application development. The result of this research is an Android based learning media called Origami Learning. This application uses a reading book as a marker, then this application also provides an animated video feature on how to fold the desired origami as well as a quiz feature. The tests carried out resulted in the conclusion that the markers made were of fairly good quality, so that when used or tested on applications, most of these markers could appear in the first second. Then the application is tested to end users. The result, after being given to end users as many as 17 people, resulted in a percentage of 73% in the "very good" category.

Keywords: Augmented Reality, Marker, Origami, Single Marker