

## **ABSTRACT**

*Mushrooms are a plant-based food source with considerable potential and are often found around us. However, some types of mushrooms have similar characteristics and morphology. Based on these problems, an application is made that aims as a medium for the introduction of mushroom types through the use of Augmented Reality (AR) technology. This application is expected to facilitate users in getting information about the type of fungus accompanied by visualization in the form of 3D objects. The research method used consists of three stages, namely data collection, multimedia product creation, and evaluation. This mushroom type learning application is made using AR marker technology based on tracking with the MDLC (Multimedia Development Life Cycle) method according to Luther Sutopo. Based on the results of Black Box testing, angle, distance and light intensity testing, the application functions properly. Evaluation of the application with the System Usability Scale (SUS) shows that the application obtained an average score of 74.78 from 32 respondents, which indicates that this application is in the "Acceptable" category for Acceptability Range, Grade C in Grade Scale, and "Good" in Adjective Rating.*

**Keywords:** *Mushrooms, Augmented Reality, MDLC (Multimedia Development Life Cycle), System Usability Scale (SUS)*