

## ABSTRACT

In general, children get bored quickly if the books used are always the same in the learning process. In addition, early childhood will more easily recognize the names of traditional musical instruments Sunda according to the shape of the tool the music, but early childhood can not write or type to express an object, thus the need for a media to help introduce and to help children explain back what the object is already known. This study aims to support the intelligence period of early childhood in learning tool recognition music interactively with the Multimedia Development Life Cycle (MDLC) model as an application development model. This study aims as a learning media Tool Music Traditional Sunda use Technology *Marker* - based *Augmented Reality*. In this application, testing the functional *markers of light intensity* on the tool application music traditional sundanese. Based on the results testing the *marker* functionality on testing the light intensity and camera angle on the appearance of 3D objects, the ideal number for the use of the application can be seen from trials with light more than 150-200 *Lux* 60° shooting angle. Based on the results of alpha and beta testing, all application functionality has been running well and the results of *beta testing using 7 aspects*, namely *visible aspects* 86.69 %, *interesting aspects* 80%, *simple aspects* 80,89%, *useful aspects* 81.567%, *accurate aspects* 85,767%, *legitimate aspects* 81.78%, *structure aspects* 82% on *augmented reality* traditional musical instrument Sunda from the results of the overall percentage value of 82,69% of users interpreted that the application can be accepted by the user.

**Say key** — *Android*, Animation 3D, *Augmented Reality*, *Marker* Luther- Sutopo Tool Music Traditional Sunda.