

# ***BRAVO AS202 AIRCRAFT COMPONENT RECOGNITION LEARNING MEDIA BASED ON AUGMENTED REALITY***

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## ***ABSTRACT***

*Many learning media are used in the world of education in providing lessons to students, especially elementary school children. The media used are usually in the form of 2D and 3D images, music, video, animation, virtual reality and augmented reality to attract and increase the learning power of elementary school children. In this study, it is explained about the Augmented Reality-based Bravo As202 aircraft components with elementary school students, it is hoped that with this learning media students can know and understand about aircraft components. The method used is the Multimedia Development Life Cycle, where this method has 6 stages, namely concept, design, material collecting, assembly, testing and distribution using AR Marker Based Augmented Reality. Based on the test results from the research that has been done, this learning media can be used on Android 10 and 11 smartphones, and can help provide information about aircraft components, and is suitable for use.*

*Keywords: Aircraft components, Bravo AS202, Augmented reali*