

DAFTAR GAMBAR

| | |
|--|----|
| Gambar 1.1 Statistik <i>Augmented Reality</i> | 7 |
| Gambar 2.1 Fungsi Media Pembelajaran | 17 |
| Gambar 2.2 Alur Kerja <i>Augmented Reality</i> | 21 |
| Gambar 2.3 Fase Model <i>Waterfall</i> | 30 |
| Gambar 2.4 Kerangka Berpikir | 37 |
| Gambar 2.5 Konsep/Desain Produk..... | 39 |
| Gambar 3.1 Model <i>Waterfall</i> (Rosa dan Salahuddin, 2018)..... | 42 |
| Gambar 3.2 <i>Use Case Diagram</i> | 59 |
| Gambar 3.3 <i>Activity Diagram</i> Proses..... | 60 |
| Gambar 3.4 <i>Activity Diagram</i> Cara Penggunaan..... | 60 |
| Gambar 3.5 <i>User Interface</i> Menu Utama..... | 61 |
| Gambar 3.6 Prosedur Penelitian | 62 |
| Gambar 4.1 Tampilan <i>Splash Screen</i> | 81 |
| Gambar 4.2 Tampilan Halaman Menu Utama | 82 |
| Gambar 4.3 Tampilan Halaman Materi Pembelajaran | 82 |
| Gambar 4.4 Tampilan Halaman Petunjuk Penggunaan | 83 |
| Gambar 4.5 Tampilan Halaman Kuis | 83 |
| Gambar 4.6 Tampilan Halaman <i>Augmented Reality</i> | 84 |
| Gambar 4.7 Tampilan Halaman Tentang | 85 |