

ABSTRACT

Covid-19 have affected many people in Indonesia not just in health issues but also in their economic condition, social and education. In education, many students having a hard time learning in an online environment. One of the vocational schools in Universitas Gadjah Mada postpone their practicum schedule into their last semester. This is a great decision in a time like this, but it might affect student's learning progress.

This research propose the use of Augmented Reality technology as another teaching method for practical learning session. This technology allow students to interact with 3D object in the real world through the camera of their smartphones. This technology might help students in their learning process through interactive learning method rather than reading a module book. In this research, Plane Tracking was used as the Augmented Reality method for the application.

This research founds that using Augmented Reality application can raise students learning motivation supported by statistical analysis of Mann-Whitney U-test where the score of U_{stat} is equals to 17.5 which is lower than U_{crit} which is 36 for n equals to 12. This research also founds that using best practice of mobile application development process can produce great application supported by scoring of System Usability Scale with the score of 76.2.

Keywords: *augmented reality, immersive, education, vocational education and training*