AUGMENTED REALITY IMPLEMENTATION TO STOP SMART CONTACTS BASED ON INTERNET OF THINGS (IOT)

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ABSTRACT

The development of technology today is very fast. One of the fastest growing technologies is in the field of IoT (Internet of Things). IoT (Internet of Things) technology is a concept where a device can communicate with other devices using sensors and internet networks. Controlling electrical equipment within a certain time span is one thing that is quite important. It is often found that some electrical appliances in the house such as TVs, fans, speakers, etc. are still alive even though they are not used, it could be the origin of electricity wastage due to the current that is used even though the electronic equipment is not used, it can also shorten the service life. these power tools. Therefore, it is necessary to control and supervise the operation of electric tools. IoT technology can be used in the implementation of augmented reality (AR) for Internet of Things (IoT) based smart sockets. The device system circuit is connected to the NodeMCU ESP8266 to translate the data signal from the sensor so that the device can communicate with the Blynk application using the internet network and then to control the socket, the AR application is used, which is based on the Unity Engine. By using AR technology, users can find out about electricity monitoring information in a real world simulation so that the information conveyed is clear. This tool has a sensor that functions to read the value of current, voltage and energy as well as a relay to switch on and off. This system can monitor electricity usage. And can control electronic devices directly. Users can easily monitor their electricity usage and can control their electronic equipment using IoT-based AR smart sockets.

Keywords*: Design, Augmented Reality, Monitoring, Controlling, Internet.*