

# **PENGENALAN RAGAM TANAMAN HIDROPONIK MENGUNAKAN AUGMENTED REALITY**

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## **ABSTRACT**

*The development of technology today is increasingly advanced. This development of course brings several influences in several sectors of human life, one of which is education. The latest technological developments that are starting to attract everyone are the frequent use of smartphones in everyday life, including in the field of education. This opens up great opportunities in utilizing application technology on smartphones to develop into application-based learning media. Initially the learning process was carried out using books and now developing using Augmented Reality media. Augmented Reality stands for AR, which is a technology that combines virtual objects with real objects. The purpose of this research is to make an application to introduce a variety of hydroponic plants using paper as a marker. Users can find out information by pointing the camera at the paper that has been marked so that later on the smartphone screen will display 3D objects with information in the form of text about hydroponics, so that it will be easy for users to understand in learning hydroponics. The results of this study are in the form of a mobile application that is used to process the introduction of a variety of hydroponic plants.*

**Keywords:** *Augmented Reality, Learning Media, Marker-Based Tracking, Hydroponic.*