

Monitoring Tingkat Kekeruhan Dan Pemberian Pakan Pada Aquascape Berbasis IOT Dengan Antarmuka Augmented Reality

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ABSTRACT

The level of turbidity is an important factor in treating an aquascape. Turbidity levels that are too high can have a negative impact which causes unhealthy ecosystems in the aquascape and can even cause death to the living things in it so that the aquascape is uncomfortable to look at and loses its aesthetic value. With this problem, the turbidity level monitoring tool is expected to be a solution to this problem. In this research a monitoring system will be designed using the NodeMCU ESP8266, turbidity sensors and servo motors as tools for monitoring turbidity levels and feeding in aquascapes. The system utilizes the NodeMCU ESP8266 as a microcontroller as well as a link to the internet where turbidity data results and feeding control will be displayed using the Augmented Reality interface bridged by Blynk.

Keyword : Internet Of Things, Turbidity, Aquascape, Augmented Reality