

**USE OF AUGMENTED REALITY APPLICATIONS FOR  
LEARNING THE FUNCTIONS OF THE HUMAN BODY  
ORGANS IN PRIMARY SCHOOLS**

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**ABSTRACT**

*Learning the Anatomy of Human Body Organs is an important part of the elementary school curriculum to understand students about the structure and function of the body's organs. However, conventional methods are often less interesting and difficult for young children to understand. Therefore, this research aims to develop and evaluate an augmented reality (AR) learning application that focuses on human body organs for elementary school students. The research method used is MDLC (Multimedia Development Life Cycle). The AR application developed provides an interactive learning experience by utilizing AR technology to visualize human body organs in 3D in real-time. Students can explore the body's organs, understand the function of each organ, and gain additional information through interactive elements such as explanatory text. This research involved the participation of elementary school students as test subjects. The evaluation results show that the use of the AR application increases students' interest and understanding of the anatomy of human organs. Students demonstrated high levels of engagement and responded positively to the use of AR technology in their learning. The application of augmented reality learning on human body organs in elementary schools is expected to increase the effectiveness of learning and motivate students to be more active in the learning process. In addition, these findings can contribute to the development of innovative learning methods in order to improve the quality of education at the elementary level.*

**Keywords:** *Augmented Reality, Unity 3D, Android*