IMPLEMENTATION OF AUGMENTED REALITY SCAN MARKER FOR MEDIA FOR RECOGNITION OF HUMAN BODY ORGANS IN PRIMARY SCHOOLS

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ABSTRACT

Learning involves the exchange of information and knowledge between educators, students, and educational resources. Currently, the transmission of educational content from educators to students generally does not use technology as a learning tool, making students less enthusiastic and disinterested in understanding educational content. Researchers designed and created an application as an interactive learning tool for studying human body organs for elementary school students. The research results were translated into an application for recognizing human organs using Augmented reality technology, all button functions on the stomach learning application functioned well. The accuracy of marker detection is influenced by several parameters including light intensity, marker scanning distance, and marker movement. The aim of this learning application is to make it easier for elementary school students to make human organ learning applications easier and easier for elementary school students to learn, successfully achieved.

Keywords: Learning, Augmented Reality, Body Organs, Technology, Android