APPLICATION OF THE HUMAN SKELETAL SYSTEM FOR AUGMENTED REALITY-BASED BIOLOGY LEARNING

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ABSTRACT

The process of learning anatomy on the human skeletal system material uses media as a learning tool. Learning media is a method used by teachers and students to communicate during the learning process. Communication in learning can run optimally with the help of message delivery facilities or media. Based on this explanation, this research aims to develop an application of the human skeletal system for learning media using augmented reality technology. Augmented reality learning media can visualize abstract concepts for understanding and structure of an object model. This research uses augmented reality technology with a marker-based tracking method. The development method used for this application is MDLC (Multimedia Development Life Cycle). Testing using several types of Android smartphones and functional testing of applications according to needs. With the development of this Android-based application, it is hoped that it can increase students' knowledge and interest in learning about the human skeletal system.

Keywords: Human skeletal system, Learning, Augmented reality, Marker based tracking, Android