IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY TO CREATE AN INTERACTIVE AND EDUCATIVE EXPERIENCE IN STUDYING RARE PLANTS

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ABSTRACT

Plants that are starting to become difficult to find can be classified as rare plants. Some of the threats include illegal logging, conversion of forest land into other areas, poaching and illegal trade. Some of the threats of extinction can actually be overcome by selective logging, replanting, and also creating protected forests. However, there are also plants that cannot survive due to various factors such as an unsuitable climate and these plants must become extinct before they can be cultivated. The aim of creating this rare plant recognition application is to help the public find out which plants are becoming rare or extinct. This application can be useful for learning at school as a form of utilizing technology which can be a good alternative at this time. By using this application, learning becomes more fun because you don't need to come to a museum or protected forest to learn history. Later this application will run on the user's smartphone by simply scanning the available markers and 3D objects of rare plants will appear.

Keywords*: Augmented Reality, Marker, Virtual 3D, Application.*