

AUGMENTED REALITY APPLICATION FOR ANIMAL RECOGNITION BASED ON ANDROID BASED FOOD TYPE

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ABSTRACT

Augmented Reality applications have become one of the technologies that has developed rapidly in the last few decades. This technology will later be used to help solve challenges in the education sector. Common problems that occur in the world of education usually lie in learning methods related to how children can interact with these animals. Therefore, an Augmented Reality based application is used. Augmented Reality is a technology that combines digital information such as images, videos or 3D models with the user's environment in real time. Application design as Android-based learning media. This Augmented Reality method will later help children's learning process. This method is used by involving a 3D model on the smartphone, detailed information about the animal. As well as audio that will explain the details of the animal. Therefore, research was carried out with the title "Android-Based Augmented Reality Application for Animal Recognition Based on Food Type". It is hoped that this application will increase children's interest in learning, especially in studying animals based on food ingredients such as herbivorous animals, carnivorous animals and also omnivorous animals.

Keywords: *Augmented Reality, Introduction, Android, Education, Types of Food*