DEVELOPMENT OF AUGMENTED REALITY BASED JOINT SYSTEM LEARNING MEDIA USING NFT ALGORITHM ON ANDROID DEVICES

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ABSTRACT

The application of technology in learning media greatly influences the effectiveness of student learning compared to just using books. Biology learning media to understand the joint system in humans requires special tools, so students have difficulty understanding the joint system material, because the learning media used is static and monotonous, using pictures and books. The use of augmented reality technology can be used as a learning medium for joint systems. The use of augmented reality as a joint system learning media can be a solution for presenting learning media that is innovative, informative, interesting, and can present virtual objects in 3D form and presented in real time, using the Marker Based Tracking method with the NFT algorithm . The aim of the research is to create an Augmented Reality application for human joint system learning media using the NFT algorithm on an Android device as a learning medium that can help teachers in the teaching and learning process and make it easier for students to understand the joint system. The method used in this research is the Marker Based Tracking system development method.

Keywords*: Augmented reality, marker based trackin, NFT, biology, android.*