DEVELOPMENT OF AUGMENTED REALITY APPLICATIONS AS A SMARTHOME CONTROL MODEL

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ABSTRACT

The development of the Internet of Things (IoT) is very rapid nowadays. However, these technological developments are not followed by innovations in interaction methods, so that in the future users may feel bored with stagnant interaction methods. This research aims to build an Augmented reality (AR) application that can be used to control a smarthome. The method used in this application is marker-based Augmented reality, which allows users to control smarthome devices via an interactive AR display. It is hoped that the Augmented Reality (AR) application as a smarthome controller model can be a solution to reduce user boredom with Internet of Things (IoT) technology. In the future, this application can be further developed by improving the graphical display and adding features to run the application in the background, so that users can operate the application more easily and efficiently without having to always open the application every time it is used. Thus, these applications not only improve user interaction with IoT technology but also have the potential to improve overall user comfort and experience. In conclusion, the development of AR applications for smarthome control offers a more engaging and efficient way of interaction, which can help overcome potential user boredom with IoT technology in the future.

Keywords: Augmented reality, Internet of Things, Marker-less, Smarthome.