

# ***APPLICATION OF AUGMENTED REALITY AS A MEDIA FOR INTRODUCTION OF HUMAN BODY ORGANS***

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## ***ABSTRACT***

*Augmented Reality (AR) is an attempt to combine the real world and the virtual world in real-time. A real object that functions as a marker is used to determine the position of a virtual object that has been identified by the camera. Augmented Reality is widely used in various fields, one of which is education. In the field of education, augmented reality is used as an interactive learning medium to make it more creative, interesting and innovative. This augmented reality technology can be applied in human anatomy learning systems. The use of augmented reality technology is expected to be able to display objects in the form of human body parts in virtual 3D in a marker book as a teaching aid. Markers detected by Android-based smartphone cameras will display anatomical objects that will be used by teachers, so that students can observe how human anatomy looks in real time.*