

# ***ANDROID BASED AUGMENTED REALITY APPLICATION AS A MEDIA FOR LEARNING THE SOLAR SYSTEM***

**MEISYE PUTRI AZIZAH**

*Informatics Study Program, Faculty of Science & Technology  
University of Technology Yogyakarta  
Jl. Ringroad Utara Jombor Sleman Yogyakarta  
Email: meisyepr@gmail.com*

## ***ABSTRACT***

*Sophisticated technology now has an impact in various fields, one of which is education. Learning is now not only limited to books as 2D objects. Creating 3D objects with augmented reality (AR) technology is an alternative, namely the technology of combining two-dimensional or three-dimensional objects in real-time into the real world. This augmented reality application as an Android-based learning medium for the solar system was created to make the learning process more interactive. Information gathering techniques use literature studies. This research applies a marker-based tracking method, where there are picture cards that will be captured by the mobile device camera, processed, and then display 3D animations of the planets of the solar system on the cellphone screen in real time. To practice augmented reality using Unity and the Vuforia SDK library on an Android device. The application was built as a supporting tool to assist the learning process.*

*Keywords: Augmented Reality, 3D, Solar System, Learning, Unity*