MOBILE-BASED AUGMENTED REALITY APPLICATION FOR RECOGNITION OF ANCIENT ANIMALS BASED ON FOOD TYPE

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ABSTRACT

Ancient animals are animals that lived in the past and are now extinct. After the extinction of ancient animals, various kinds of information about these animals could only be seen through conventional media such as books and museums, where the books and museums only showed fossils of ancient animals. The aim of this research is to create an application for recognizing ancient animals that have been categorized based on their type of food, namely carnivores, herbivores and omnivores by utilizing Android-based augmented reality technology. Testing in this research used black box testing, angle and distance, as well as a questionnaire to class 7D of SMP Negeri 3 Mlati to determine the feasibility of the application. The test results show that the ancient animal recognition application obtained feasibility with a score of 4.19. Based on the NJI interval scale, a value of 4.19 is in the good category so that the application for recognizing ancient animals is suitable for distribution to the public as a substitute for books or museums.

Keywords: Android, Augmented Reality, Ancient Animals, Types of Food, Introduction Media