

DESIGN AND DEVELOPMENT OF AN AUGMENTED REALITY APPLICATION FOR RECOGNITION OF RARE AND THREATENED ANIMALS IN INDONESIA BASED ON ANDROID

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ABSTRACT

Indonesia is a country that is unique in its biodiversity and very high level of endemism. Indonesia has 17,504 islands. On these many islands there are several types of animals that are rare and almost extinct. However, most children do not know or understand the rare and endangered animals in Indonesia. This research aims to help overcome this problem by using Augmented Reality (AR) technology, namely designing an application as a learning medium for recognizing rare and endangered animals in Indonesia. The method used in this research begins with problem formulation, goal determination, literature study, data collection, system analysis, and system design. The results of this research are an application called AR Rare Animals and a website with the address <https://arrareanimals.blogspot.com/>. Apart from that, this research also produces testing of the application. The method used in testing is black box testing which focuses on the functional requirements of the application being built. The results of black box testing carried out on all AR Rare Animals application pages show that both the AR menu and camera function well.