IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY AS A LEARNING MEDIA
COMPUTER HARDWARE

ABSTRACT

Most current learning methods still use conventional methods of showing visual objects. One of the current cases is learning on the University of Technology Yogyakarta campus in the Technology Applications course regarding computer hardware which is still displayed in the form of visual images in the module because there are no physical examples so students don't know what it actually looks like. So in this research the author provides a solution to this problem by utilizing Augmented Reality (AR) technology to be able to visualize computer hardware in 3D form. In its use, the media used is an Android application that can be installed and run by students and lecturers. The application is designed to be more informative and interactive so it is hoped that it will be able to help students and lecturers learn and understand the forms of computer hardware.

Keywords: Augmented Reality, Applications, Android, Computer Hardware