APPLICATION FOR INTRODUCTION OF VARIOUS KINDS OF VIRUSES AS A LEARNING MEDIA BASED ON MOBILE AUGHMENTED REALITY

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ABSTRACT

In early 2020, the world was shocked by the outbreak of a new pneumonia that started in Wuhan. This outbreak was named coronavirus disease 2019 (Covid-19) which is caused by Severe Acute Respiratory Syndrome Coronavirus (SARS-CoV-2). Viruses spread contagiously. The term contagion refers to an infection that spreads rapidly in a network, such as influenza or flu. The process of spreading the virus spreads from one person to another over a short distance. Currently, most sources of information about handling the virus come from the media, electronic media and social media. As a result of sources of information about the spread and handling of the virus that are not yet effective and cannot be ascertained because the information is uncertain, not just information about handling the virus, education about the spread of this virus is very rarely found in the form of direct outreach or information from the media. There needs to be a system to overcome these problems, this research will use the use of technology such as using Augmented Reality which has the ability to describe a process/simulation that functions as an interactive medium that can be used in real-time.

Keywords: Learning Media, Augmented Reality, Android, Virus, Unity