IMPLEMENTATION OF AUGMENTED REALITY TECHNOLOGY FOR INTERACTIVE EDUCATION ON HOW TO TREAT CHICKEN DISEASES AND HOW TO TREAT THEM

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ABSTRACT

Chicken disease is a problem often faced by chicken farmers. The impact of contracting this disease in chickens if treated late will result in something fatal for the chicken and become a factor in chicken death. This application aims to overcome problems among breeders and the general public regarding recognizing types of diseases in chickens and how to treat them. This application was created through several steps, namely, analysis and design, system design, interface design and system implementation. The testing method used in this research is black box testing which focuses on testing each button or system function in the application. The results of black box unit testing on the application designed in this research all functions can run as expected. The results of this research are applications for recognizing types of chicken diseases and augmented reality-based treatment methods, which can be used easily and interactively.

Keywords: Chicken Diseases, Augmented Reality, How to Treat Chicken Diseases