OPTIMIZATION OF PLANT TISSUE LEARNING WITH AN ANDROID-BASED AUGMENTED REALITY APPLICATION

DWI BINTANG RABANI

Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman
Yogyakarta
E-mail : dbintangggrrr@gmail.com

ABSTRACT

The current lack of student interest in learning is due to the fact that they still use a book learning system which only contains pictures and text explanations of plant anatomy. The learning system using text and images seems boring. The aim of this research is to develop an augmented reality application as an alternative learning media for students to understand plant anatomy more interestingly and easily understood through 3D objects. The research method applied involves a series of stages that include system analysis, system design, implementation, and testing. From the problems that have been mentioned, the solution that researchers propose is to create an augmented reality-based application for plant anatomy that can help teachers and students learn and understand material and structures regarding plant anatomy. It is hoped that the application development that the researchers designed can help students understand plant anatomy. This research uses black box testing as the main testing method. The test results show that the application system, both camera functions and 3D objects, runs smoothly and as expected.

Keywords: Augmented Reality Plants, Plant Anatomy