ANDROID BASED AUGMENTED REALITY APPLICATION DESIGN AS SOLAR SYSTEM RECOGNITION MEDIA

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ABSTRACT

The need for interactive media in learning is increasingly in demand among the public, which is in line with the growing use of smartphones as a basic need today. Augmented Reality (AR) is a technology that can be used in children's learning process in introducing the planets in the Solar System. The use of Augmented Reality in the learning process can also address the problems of current traditional learning media which are deemed less informative. This research aims to help children learn by directly visualizing 3D objects from solar system objects which can create curiosity in students so that students can start to be more active in learning. The research carried out will be divided into several stages which include needs analysis, system design and planning, implementation and testing, and operation and maintenance. This augmented reality interactive learning application uses markerless augmented reality media to interact with users using a camera and was created using Unity and Vuforia software. The results of this research are the application of an Android-based interactive 3D augmented reality solar system learning application. The existence of this application will improve the quality of learning and can help students learn the solar system better.