ORGANIZATIONAL PLANT EDUCATION APPLICATION WITH ANDROID BASED AUGMENTED REALITY

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ABSTRACT

Ornamental plants are plants that we often encounter in the community and in public places, such as in the yard, park or school yard. Ornamental plants are usually very popular with people, especially housewives, because ornamental plants have their own characteristics and benefits, such as the snake plant (Sansevieria) which has benefits for the environment, namely it can absorb air pollution. People, especially housewives, have difficulty caring for ornamental plants, so the plants they cultivate often wilt or die. Therefore, media to increase education about ornamental plants must be improved to help people who want to cultivate ornamental plants. This research uses Marked Based Augmented Reality as a learning medium for the public in introducing and caring for ornamental plants. Augmented Reality is an example of technology that can visualize an object from the virtual world to the real world in the form of a 3D object in real time. In this research, a method is used which has five stages, namely data collection, software analysis, software design, implementation and software testing. Based on the results of black box testing, all functions in this application have run well on every Android smartphone used. Testing with the System Usability Scale (SUS) on respondents also got a score of 87.5%, so the application was declared acceptable.

Keywords: Augmented Reality, Android, Marker Based, SUS, Ornamental Plants.