

MOBILE AUGMENTED REALITY BASED FIREARM LEARNING APPLICATION MEDIA

ALI MUNTAHA

*Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman Yogyakarta
E-mail : alimuntaha175@gmail.com*

ABSTRACT

Firearms learning in the Student Regiment is considered minimal due to a lack of facilities and restrictions regarding the use of firearms. Therefore, other media that can help Student Regiment members learn about firearms must be available. Augmented Reality (AR) learning media applied to mobile applications can be an interesting solution for introducing firearms to members of the Student Regiment. The author uses the waterfall method to obtain a sequential systematic approach. In this research, the stages that will be carried out consist of needs analysis and then the results are followed by system design to be implemented and tested. With its implementation, it is hoped that it will increase the effectiveness and ease of learning about firearms, so that their interest and understanding of the military world will also increase and have a positive impact on the character, discipline and leadership needed by members of the Student Regiment.

Keywords: *Mobile Applications, Augmented Reality, Learning Media, Firearms.*