

MOBILE AR-BASED APPLICATION INTRODUCTION OF ANATOMY OF ORGANS IN THE HUMAN BODY AS A LEARNING MEDIA

LINTANG ARDI AVDILLAH

*Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman Yogyakarta
E-mail : lintangardi86@gmail.com*

ABSTRACT

Augmented Reality (AR) is one of the newest information technologies in the multimedia field, and its implementation can be used in various fields. One of its achievements is that it has been developed in the world of education, as a more interactive and communicative learning media. The aim of this research is to help students learn about human anatomical organs by creating a learning system using Augmented Reality technology in a realistic way. Learning application media can facilitate learning facilities in various fields of education, especially regarding the introduction of body anatomy, so that it can increase interest in learning for students and the community, especially education in early childhood. However, currently there is still minimal availability of a mobile application related to this matter where learning still uses teaching aids and books which are less effective.

Keywords: Augmented Reality, Education, Mobile, Technology, Learning