IMPLEMENTATION OF A VIRUS LEARNING APPLICATION USING AUGMENTED REALITY

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ABSTRACT

Learning mechanisms for female students, especially in senior secondary schools (SMA), are things that need to be considered to support their learning process. Currently, learning mechanisms in Indonesia are still less effective, especially for learning micro-organisms such as viruses which have limited tools. Learning that still uses books is still considered difficult for students to understand the structure of microorganisms. In this research, a virus learning application was built using Augmented reality technology. Augmented Reality technology is technology that can combine the real world (reality) with the virtual world. With this technology, students can see directly the shape and structure of viruses using 3D objects. Students only need to use the camera on their Android smartphone which will detect the marker and then display the virus object. This application is expected to support the learning process and increase the creativity and innovation of students in senior secondary schools (SMA).

Keywords: Augmented Reality, Application, virus, Learning, Marker