INTERACTIVE TECHNOLOGY IN THE CONCEPT OF LEARNING BIOLOGY OF HUMAN FETUS DEVELOPMENT IN THE IMPLEMENTATION OF AUGMENTED REALITY FOR UPPER INTERMEDIATE LEVEL STUDENTS

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ABSTRACT

The rapid development of information technology has influenced the world of education to create innovations that can support learning activities. One form of this technological development is augmented reality (AR). This research aims to design interactive technology applications in the concept of learning the biology of human fetal development in the implementation of Augmented Reality for upper secondary level students. The method used in this research design is card detection. The results were obtained in designing an interactive technology learning media application in the concept of learning biology of human fetal development using augmented reality, using virtual Autodesk software to design 3D human fetal objects, Unity game engine software used to combine 3D objects from virtual Autodesk software, and Photoshop software for designing marker images and the Vuforia SDK used to make images into marker targets. To display a 3D object of a human fetus in the biology learning media application for human fetal growth and development using augmented reality, the thing that must be done is to detect/scan the marker image which has been specifically designed for the learning media application of human fetal growth and development using augmented reality. The detected marker image will display a 3D object of a human fetus along with an explanation according to the respective marker image.

Keywords*: augmented reality (AR), applications, technology, 3D, biology*