THE APPLICATION OF AUGMENTED REALITY AS A MEANS OF LEARNING THE ANATOMY OF THE HUMAN BODY

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ABSTRACT

This study examines the application of Augmented Reality (AR) technology as a novel approach to instruct human anatomy. AR is a technological innovation that integrates real-world environments with virtual components, thereby creating an interactive experience that enhances the comprehension of anatomical concepts. This pedagogical method aims to augment student engagement and promote a more profound understanding of the human body's anatomical structures. Through AR devices, students are allowed to interact directly with three-dimensional models of organs, bones, and various organ systems. This interaction facilitates further exploration and direct observation without the necessity for actual biological specimens. Moreover, AR technology enables students to access supplementary information regarding organ functionality, associated diseases, and the interactions among body systems. Consequently, the study posits that learning anatomy becomes more dynamic and enjoyable, fostering a more interactive and effective educational experience. The research involved developing a specialized AR application that is accessible via smart devices like tablets and smartphones. Initial evaluation results indicated that incorporating AR technology in anatomy education garnered a favorable response from students, evidenced by a significant enhancement in material comprehension and learning motivation. By further investigating the potential of AR technology in the realm of anatomy education, this study aspires to present an innovative solution for improving the quality of human anatomy instruction, stimulating student interest, and equipping learners with a comprehensive understanding of the structure and function of the human body.

Keywords*: Learning outcomes, Augmented Reality method*