

APPLICATION OF AUGMENTED REALITY AS A MEANS OF INTRODUCING ANDROID-BASED PLANETS

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ABSTRACT

Many science subjects, particularly those about the solar system, continue to be taught through traditional methods that primarily utilize instructional tools such as textbooks and whiteboards. These conventional teaching aids often fail to engage students effectively, resulting in diminished interest in the subject matter. Consequently, there is a pressing need for alternative media to enhance the introduction of solar system concepts. This study aims to develop an Augmented Reality (AR)-based application designed to facilitate the introduction of solar system material. This application aims to render planetary objects more lifelike, thereby improving students' comprehension of the literature related to the solar system. This study employed a literature study research method. Identifying problems, conducting literature research, collecting data, developing systems, testing applications, and writing reports are the steps in the research. This study result is the product of an augmented reality application that uses the markerless method so that users can move 3D objects freely. This application can be an alternative media for introducing the solar system, helping students better understand it, and encouraging them to participate in active learning.

Keywords: *augmented reality, introduction media, solar system*

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