AUGMENTED REALITY AS A MEANS OF EDUCATION AND SOCIALISATION OF RARE INDONESIAN FAUNA AND FLORA BASED ON ANDROID

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ABSTRACT

A significant portion of the population is not well-acquainted with the rare fauna and endemic species protected in various regions. The augmented reality application developed in this project aims to assist the community in accessing information regarding the protected fauna specific to each region. This augmented reality initiative is designed to benefit the general public, particularly individuals with limited knowledge about Indonesia's protected fauna. To achieve this, collecting data on fauna from diverse sources and preparing the necessary software for the project's implementation is essential. The researchers have undertaken this project to create a medium for raising awareness among Indonesian citizens about the importance of conserving rare and protected fauna in their respective regions. The outcome of this study is an augmented reality application that serves as a tool for disseminating information about various protected fauna in Indonesia. This application is anticipated to aid individuals who lack insight into the diverse species of protected fauna found in Indonesia.

Keywords: Flora and Fauna, Augmented Reality, learning, conservation

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