

UTILIZATION OF AUGMENTED REALITY FOR INTERACTIVE LEARNING OF KANJI LETTERS

NUR ROHMAN EKO AJI

*Informatics Study Program, Faculty of Science &
Technology*

University of Technology Yogyakarta

Jl. Ringroad Utara Jombor Sleman

YogyakartaE-mail :

nurohmanekoaji1@gmail.com

ABSTRACT

This study is the result of observations made by the author about the lack of interesting and educational learning media for learning kanji letters. Currently, there are many learning methods that utilize technological advances in their application, one of which is Augmented Reality technology. Augmented Reality is a technology that combines two-dimensional or three-dimensional virtual objects into a real environment and then projects them in Real Time. The data collection process in this study was carried out by means of a literature study, namely collecting relevant information from sources of theses, scientific journals, and the internet. The purpose of the results of this study is expected to increase insight into the history of city icons in Indonesia and can increase user experience about Augmented Reality technology through the applications and features in it.

Keywords: Kanji, Augmented Reality, Learning Media, Indonesia, Applications