

DEVELOPMENT OF INTERACTIVE MEDIA USING AUGMENTED REALITY FOR INTRODUCTION AND EDUCATION OF PLANTS THAT CAN BE USED AS MEDICINE

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ABSTRACT

Medicinal plants have long been an important part of traditional medicine, but knowledge about their types, benefits, and uses is often limited to certain groups. To bridge this gap, this study developed an Augmented Reality (AR)-based educational media that utilizes the MarkerBased Tracking method. This technology allows users to view descriptions of medicinal plants interactively via mobile devices, including information about the name of the plant, benefits, how to use it, and potential side effects. This application was developed to provide more interesting and in-depth learning than conventional methods. MarkerBased Tracking is used to detect visual markers and display 3D animations of medicinal plants in real-time, thereby increasing user understanding of the structure and characteristics of the plant. The test results show that this media is effective in increasing user interest and understanding of medicinal plants. With this innovation, it is hoped that the public, especially students, can more easily access and understand information about medicinal plants that are often overlooked, while strengthening efforts to preserve traditional knowledge.

Keywords: Augmented Reality, MarkerBased-Tracking, Plants, Medicines.