FISH RECOGNITION THROUGH AUGMENTED REALITY-BASED APPLICATION AS A LEARNING MEDIA FOR CHILDREN

Gayo Tectona Grandis
Computer Engineering Study Program, Faculty of Science and Technology,
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman Yogyakarta
E-mail : gayotectonagrandis@gmail.com

ABSTRACT

Augmented Reality (AR) technology has emerged as a promising innovation in education, particularly in enhancing children's learning experiences. By utilizing AR applications, children can interact directly with 3D fish models displayed in real environments, thereby enhancing their understanding and interest in marine biology. This study aims to explore the application of AR technology as an educational medium to help children learn about various types of fish. The methods used in this study included data collection, literature review, asset creation, AR application development, and testing. The results of the application trials indicate that the features available in the AR application functioned as expected. Tilt testing showed that at a 15° angle, the application could not run because it could not be read by the camera. Some functional buttons functioned properly.

Keywords*: Augmented Reality, Fish Types, Educational Media, Understanding, Technology.*