ABSTRACT

The gastric is one of the channels passed by food that is used as a storage medium, dissolution, and the most important is as a place of digestion. School students can see and learn by using a torso or so-called props for human organs. Learning to use a torso can only be used at school, while learning time at school is only about eight hours. Therefore, flexible learning media needs to be developed again.

Many learning media that have been made and have been widespread but still use a tool that is quite large and takes place, then in this final project an android-based learning application will be designed using augmented reality. In this application requires a marker for the image scanning process.

Based on the survey results followed by 63 respondents obtained the following results. For satisfying results as much as 3.2% of respondents answered quite satisfied, as many as 22.2% of respondents answered satisfied, and as many as 74.6% of respondents answered very satisfied with this gastric learning application. Meanwhile, as many as 20.6% of respondents answered that the use of this hull learning application was easy and as many as 79.4% of respondents answered that the use of the hull learning application was very easy to use.

Keywords: Gastric, Augmented Reality