ABSTRACT

Nanda Hafizah. 2020. Designing 3D Modelling of Medicinal Plants for Augmented Reality as an Interactive Education Media. Thesis. Visual Communication Design Study Program. Faculty of Creative Industries. Telkom University.

Medicinal plants are flora which have many benefits in the health of the human body, and these plants have been cultivated by generations before us. Indonesia has 40,000 types of medicinal plants in each island and each of these plants has benefits in preventing and various diseases, from severe to mild illness. Unfortunately the younger generation today is less interested in cultivating plants, many people prefer expensive medicines for their health, and take many of their related plants that have the property to cure diseases free of charge. In the era of rapidly developing technology, to convey information and education must adjust the media in accordance with developments in this era. Therefore the design of 3D modeling for augmented reality becomes an educational medium for young people who are more interested in sophisticated and new things. With this media about the public can be more about medicinal plants through their devices with just one click. With this interactive education it is hoped to be able to introduce the young generation of Indonesia to medicinal plants.

Keywords: Augmented Reality, 3D Modeling, Medicinal Plants, Education, Minor Illnesses, Health, Aquaculture