ABSTRACT

The human skeleton and external organs are part of human anatomy. The human skeleton and external organs have been studied since we were in elementary school. Students learn or practice about the human skeleton and external organs using print media and teaching aids available in the laboratory. To overcome this problem, the author makes "Applications for Learning the Human Skeletal and External Organs Based on Augmented Reality". This application can display 3-dimensional objects of the human skeleton and parts of human external organs, markers in the form of picture cards and accompanied by audio. This application can be completed and used by students of MI Al Wathaniyah, based on interviews with teachers at MI Al Wathaniyah with this application students can learn more attractively and can study anywhere and anytime with very good results 89,4 %.

Keywords: Skeleton, External Organs, Anatomy, Augmented Reality