

ABSTRACT

The COVID 19 pandemic that hit Indonesia made all teaching and learning activities from the lowest level to the college level conducted online, this led to a lot of adjustments in terms of learning, where it is expected that teaching and learning activities remain maximal. But the obstacles are some activities that require to use props such as practical activities, but the package book only provides 2D images that cause less maximum learning, especially the 11th grade of high school in the material of various bone props in humans. The purpose of this study is to create a learning support application with augmented reality (AR) technology implemented on smartphones, and the other purpose of this study is to reduce the cost of maintenance of human bone props by creating applications that can display human props in 3D using only android smartphones. This study produced two external forms, namely the physical form in the form of markers contained in the high school biology package book grade 11 KTSP 2013 and android-based augmented reality applications that are both integrated. It is hoped that this application can make teaching and learning activities during the pandemic more interesting and maximal.

Keyword: *Augmented Reality, human bone, bone, Android*