Abstract

Biological knowledge of organs in the human body is important knowledge to learn. Knowledge of organs in the human body has been given at the level of elementary school education. Of course this knowledge is very important considering studying organs in the human body can help in understanding the various metabolic processes contained in the body. Knowledge of internal organs of human body will always be given until the level of high school education. Even though, in most schools there are still no tools that capable to visualization of the images of organs in the human body directly, which can support the knowledge and systematic work of internal organs in the human body. From these problems, the idea arose to create an application based on Augmented Reality, which is able to provide a 3 dimension of visualization and provide direct information on each organ function in the human body. The methodology used in this journal is Waterfall Methodology. The language used in developing this software uses the C ++ programming language. Each display is used in organ modeling in the body using Blender software. This application will be used as an application to support learning about organs in the human body, students (users) conduct searches towards available organs in the body and systems that will later process interactions of students (users) and provide feedback in the form of information from internal organs that have been referred.

Keyword(s): Metabolism, Internal Organs, AR, Augmented Reality.