

ABSTRACT

JUNI ALDO SYAHPUTRA, IMPLEMENTATION OF 3D MARKERLESS AUGMENTED REALITY PRESENTATION FOR LEARNING VIRUS ON BIOLOGY LITERATURE EYE

Utilization of augmented reality technology as a medium of virus learning aim to help students understand the forms and structure of the virus in humans as well as providing a different experience. in this study, discussed a method markerless so students can see firsthand when compared to the markerless augmented reality marker-based virus methodology featuring 3D objects from forms and virus structures for mobile devices with android operating systems. from the test results of the device, the application can run with a minimum of android device version 4.1. From the results of the test students feel eager to learn the virus with learning media Markerless AR virus application ini. Peningkat value of understanding of the virus in students.

Keywords: Augmented Reality, Markerless, Learning Media, Virus, Unity, Android.