ABSTRACT

Technological developments at this time affect the learning process in elementary schools and learning materials as well as the delivery of material in the process of teaching and learning activities. Especially in science lessons, teachers can use Augmented Reality as an educational medium for the introduction of human anatomy for elementary school students. Introducing various kinds of anatomy of the human body using technological aids can be a unique learning method that will be liked by elementary school students. In this study, producing learning media in the form of an android application called "Virtual Anatomy AR" using the Multimedia Development Life Cycle method. This application can introduce various anatomy of the human body to elementary school students, and there is a mini quiz. The results show that the Virtual Anatomy AR application can run well and can be an educational medium for the introduction of human anatomy for elementary school students.

Keywords: Augmented Reality, Technology, Education