

ABSTRACT

Anatomy of the human body is the study of the organs and skeletons of the human body and functions. The average of grade 5 students in SDN Bojongsong 1 has short memory and difficult to understand various forms of body organs, function and way of working. By using the augmented reality technology, the learning of the anatomy of the human body can be more interesting and fun so that the 5th grade students can understand the various forms of body organs, functions and how they work. The method used in designing user experience applications is user centered design method that involves users in the process of system design. In measuring usability, testing is performed using the Quality in Use Integrated Measurement (QUIM) method.

Keywords: Anatomy of the Human Body, Augmented Reality, User Centered Design, Quality in Use Integrated Measurement, User Experience, 5th Grade Elementary School, Natural Science