

Abstract

My Body is application based on mobile by using augmented reality. This application introduce vital organ and bone in human body skeleton in 3D (three dimension). So, user easy to understand about Biology subject especially learning about vital organ (heart, liver, kidney, brain, and lungs) and bone in human skeleton.

My Body application uses software Blender, Unity, Vuforia. To use My Body application by scanning marker on two menus available that is vital organ and bone in human body skeleton. the excess of vital organ menu that users can see the functions and symptoms or diseases of the scanned organs, while the excess of skeleton menu is user can unify the marker and make it full skeleton, the differences between two menus is on the skeleton menu there is no function or symptom on the object.

My Body application has been tested at SDN Pengasinan VII Bekasi and get approval that My Body Application will be used in the school, the results of survey on My Body application show 70% of total results say this application is easy to use and 80% indicates that My body application is appropriate with needs. Nevertheless My Body application still has to be developed.