Abstract

The anatomy of the introduction of human bodies is one of the most useful learning, which makes the level of understanding of children better. Anatomy that is built is closely related to learning for elementary school children. However, Anatomy is mostly presented in the form of text, whereas according to research, by reading humans can only absorb information as much as 10%, 70% by doing, and 50% of what is heard and seen (audio visual).

With the development of technology, many media are used to visualize the anatomy of the introduction of human organs, one of which uses Augmented Reality technology. The use of Augmented Reality technology in delivering information about Anatomy is expected to be channeled well, because users are required to do a "scanning marker" to see and hear information about Anatomy. Anatomy of Introduction to Human Body Organs is an application for recognition of internal organs in humans based on Augmented Reality which requires markers as intermediaries to display 3D objects in the application. There are types of markers, namely Anatomic markers. Anatomical Marker will display the object of Anatomy in the Human Body in 3D. With scanning the marker will display 3D Anatomy objects and audio that explain the explanation of the Anatomy.

Keywords: Anatomi Tubuh, *Augmented Reality*, *marker*.