ABSTRACT

Lan cabling is one of the subjects studied by vocational students in the department of computer network engineering students usually study this subject in practice and theory in the development of information and communication technology itself has developed rapidly in all fields, one of which is Augmented reality which is widely used in gaming industry. Meanwhile, in the world of education, the use of Augmented reality technology itself is still minimal. This application is made using 3D blender technology and unity for Augmented Reality development. Augmented Reality-based LAN cabling applications have an interactive system where students can zoom in and out 3D objects and can display video features on Augmented Reality.

Keywords: LAN Cabling, Practical Learning
Keyword : Unity, Augmented Reality