THESIS TITLE:

INTERACTIVE EDUCATION FACILITY USING AUGMENTED REALITY

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Abstract

This paper presents a new application for education facility aim to help student understanding the education material and increase their awareness and interest to education. With Augmented Reality technology this application will become a great help to education system in Indonesia. The thesis objective is to make application that easy to use and can be distributed anywhere. Moreover the application can be uploaded to a website so that people who have access to internet can access this application.

This application is implemented using Actionscript3 with the combination of FLARToolKit and Papervision3D engine. This application developed using Adobe FLEX Builder, Adobe Flash and Adobe Photoshop for user interface. The implementation of Augmented Reality can give a new interaction to student in learning their class material. This application is one of the first Augmented Reality applications in Indonesia. Because of the, this application can be a major leader in education facility

This application consist of 3 3D model that representing the actual object of education material. The 3D models are model of human brain, Solar system, and man. In order to show the model in this application, users have to show the marker to the webcam, when the marker is detected, a 3D model will be shown overlay the marker on the user’s screen.

In conclusion, the software is an alternative solution for student to learn their class material. Student can understand the material easily and more interactive way.

Keyword: Augmented Reality, Education Facility, 3D model, Interactive Learning