APLIKASI PENGENALAN BURUNG BERKICAU BERBASIS AUGMENTED REALITY (AR) ANDROID

(APPLICATION OF CHRIPING BIRDS INTRODUCTION BASED ON AUGMENTED REALITY (AR) ANDROID)

Mita Dwi Pangesti

Fakultas Teknologi Informasi dan Komunikasi Universitas Semarang mitapangesti@gmail.com

ABSTRACT

Android app has been increase. The purpose application is used to make it easier for people to recognize the various animal one example of the group bird chirp species, the introduction of birds chirping with books, posters, or come directly to the zoo or birds chirping community. Augmented Reality (AR) enabling is an environment for users to see more real more object. In developing this application, the author use data collection methods consisting of interview methods, observation methods and literature methods. As for the method of system development using prototype method that has several stages of viewing the needs of user information, build or repair the mock-up, and users view or test the mock-up. To implement this application the author use C# programming language. It is expected that this application can facilitate in terms of learning media, in order to attract the public they are able to preserve, protect, and love the kind of birds chirping.

Keywords: Augmented Reality, Birds Chirp, Android.