

UNIVERSITI TEKNOLOGI MARA

**HUMAN-ANATOMY AUGMENTED
REALITY
APPLICATION (HARA)**

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**BACHELOR OF INFORMATION
TECHNOLOGY (HONS) INFORMATION
SYSTEMS ENGINEERING**

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**Human-Anatomy Augmented Reality
Application (HARA)**

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**Thesis submitted in fulfillment of the requirements
for Bachelor of Information Technology (Hons)
Information Systems Engineering Faculty of
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SUPERVISOR'S APPROVAL

HUMAN ANATOMY AUGMENTED REALITY APPLICATION (HARA)

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This report was prepared under the supervision of project supervisor, Dr. Elin Eliana binti Abdul Rahim. It was submitted to Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the degree of Bachelor of Computer Science (Hons) Information System Engineering.

Approved by

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DR ELIN ELIANA BINTI ABDUL RAHIM

Project Supervisor

FEBUARY 10, 2015

STUDENT'S DECLARATION

I certify that this report and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledge in accordance with the standard referring practices of the discipline.

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ABSTRACT

Human anatomy is the study of the structure of the human body. Tremendous of memorizing and understanding process that involve in order to learn this topic which very challenging for students in form 4 and 5. Currently, at school the only material for learning human anatomy is through textbook. This situation lead to difficulties for students to learn human anatomy because textbook have limited 3D presentation. Therefore, this project is conducted by aim to use augmented reality (AR) technology to reduce the limitation. Augmented reality allows the superimposing of computer-generated images over real scenes in real time. The application will be develop based on the ADDIE model methodology. There are five phases that involve in this project which are Analysis, Design, Development, Implementation and Evaluation. Each phases contain several activity and deliver. Usability testing will take place at end of this project as an evaluation for knowing how well the application was develop. The result of the evaluation is shown that augmented reality introduced the new technology that suitable for learning human anatomy. Lastly, this project also can give a benefits to future developer that want to develop the augmented reality system.