

TABLE OF CONTENTS

AUTHORIZATION	i
ORIGINALITY DECLARATION.....	ii
ACKNOWLEDGEMENT	iii
ABSTRAK.....	v
ABSTRACT.....	vi
LIST OF FIGURE.....	ix
LIST OF TABLE.....	x
LIST OF ATTACHMENT.....	xi
CHAPTER I . INTRODUCTION.....	1
1.1 Research Background	1
1.2 Research Problem	3
1.3 Research Limitation	3
1.4 Research Objectives	4
1.5 Research Benefits.....	4
CHAPTER II . LITERATURE REVIEW	6
2.1 Previous Research	6
2.1.1 Augmented Reality for Health Education	6
2.1.2 Augmented Reality for Islamic Scientific Learning.....	7
2.2 Theoretical Study	11
2.2.1 MTs Al-Kautsar Depok	11
2.2.2 Digestive System.....	11
2.2.3 Augmented Reality.....	13
2.2.4 Marker Engine.....	13
2.2.5 Game Engine.....	13
2.2.6 3D Modelling	14
2.2.7 MDA Framework Method.....	15
CHAPTER III . RESEARCH METHODOLOGY	16
3.1 Research Time.....	16
3.2 Research Tools and Materials	16
3.3 MDA Frameworks Method	17
3.3.1 Mechanics Implementation	17

3.3.2 Dynamics Implementation	18
3.3.3 Aesthetics Implementation	18
3.4 Research Model.....	18
3.4.1 Requirements Analysis.....	19
3.4.2 Design	20
3.4.3 Implementation Stages.....	22
3.4.4 Verification Stage	22
3.4.5 Maintenance Stages.....	23
CHAPTER IV . RESULT AND DISCUSSION.....	24
4.1 Application Design Results	24
4.1.1 Development	24
4.1.2 3D Model Implementation	27
4.2 Application Trial Results.....	28
4.2.1 Black Box Test	28
4.2.2 Compatibility Test.....	29
4.2.3 Acceptability Test.....	30
4.2.4 Application Development	34
4.2.5 Test Results	34
CHAPTER V . CLOSING	35
5.1 Conclusion	35
5.2 Suggestion.....	35
BIBLIOGRAPHY	36

LIST OF FIGURE

Figure 3. 1. Waterfall Model	19
Figure 3. 2. Use Case Diagram	20
Figure 3. 3. Flowchart of Application Design Flow	21
Figure 4. 1. Splash Screen Display	24
Figure 4. 2. Main Menu Page Display	25
Figure 4. 3. Start Page Display	25
Figure 4. 4. Quiz Options Page Display	26
Figure 4. 5. Quiz Page Display and Score Results	26
Figure 4. 6. About Page Display	27
Figure 4. 7. Instruction Page Display	27
Figure 4. 8. 3D Model Design in Blender	28
Figure 4. 9. Game Implementation in Unity	28
Figure 4. 10. Documentation of the Trial at MTs. Al-Kautsar Depok	33



LIST OF TABLE

Table 2. 1. Research Comparison.....	8
Table 3. 1. Timeline Activity	16
Table 3. 2. Requirements Analysis on Application Development.....	19
Table 4. 1. Application Testing with Black Box Method	29
Table 4. 2. Compatibility Test Results	29
Table 4. 3. Application Trial Assessment of Material Experts	30
Table 4. 4. Application Trial Assessment of Media Experts	31
Table 4. 5. Conclusion of Acceptability Test Results.....	34



LIST OF ATTACHMENT

Attachment 1. Biological Science Reference Book	36
Attachment 2. Biological Science Reference Book	37
Attachment 3. User Questionnaire	38
Attachment 4. Media Expert Questionnaire	40
Attachment 5. Material Expert Questionnaire	41
Attachment 6. Application Test Documentation	42

