

Development of Islamic History Learning Media Using Augmented Reality

**Yulita Salim^{1,a,*}, Irawati², Alifah Rahmayani³, Lilis Nur Hayati⁴, Ihwana As'ad⁵,
Ramdan Satra⁶, Abdul Rachman Manga⁷.**

^{1,2,3,4,5,6,7}Universitas Muslim Indonesia

^{*,a} yulita.salim@umi.ac.id

Abstract. Turkey is a country that was at its golden peak during the Ottoman Empire. In the history of Islamic civilization, Turkey has a long history, especially during the conquest of Constantinople (Istanbul). Current technological developments increasingly affect the study habits of school-age children and adolescents. It is necessary to change the paradigm of Information Technology (IT)-based learning media. Islamic history learning needs to be developed through IT-based media. The purpose of this study is to contribute to the world of education, especially in IT-based learning systems whose objects are in the history of the Ottoman Empire. Augmented Reality (AR) is a technology that is currently being developed which is widely used as a tool to visually explain various objects. Therefore, the application that was built will discuss figures in the history of the Ottoman Turks such as Erthogrol, Usman I, Sultan Urkhan bin Uthman, and Sultan Murad I bin Urkhan using Android Mobile media as a tool for the learning process. The AR method that will be tested is Marker Based Tracking, which is a black and white illustration in the form of a rectangle and uses the x, y, and z axes.

Keyword: augmented reality, marker based tracking, turki usman, information technology