Mobile Learning with Augmented Reality to Reduce The Risk of Medical Malpractice

Inayatulloh
Information Systems Department
School of Information System
Bina Nusantara University
Jakarta, Indonesia 11480
Inay@binus.ac.id

Ade Lola Yorita Astri
Universitas Dinamika Bangsa Jambi
lolayoritaastri@unama.ac.id

Ade Fadli Fachrul
STID DI AL HIKMAH.
Jakarta, Indonesia
adefadli1987@binus.ac.id

Sastya Hendri Wibowo
Informatics Engineering Study Program, Faculty of Engineering, University of Muhammadiyah Bengkulu, Indonesia
Sastiahendriwibowo@gmail.com

Rofiq Noorman Haryadi
Sekolah Tinggi Ekonomi Bisnis Islam Syariah Bina Mandiri
Bogor, Indonesia 11480
rofiq@binamandiri.ac.id

Rizky Maulana
Department of Economics, Faculty of Economics and Management, IPB University Bogor, Indonesia
rizky.maulana@apps.ipb.ac.id

Abstract

The high level of medical malpractice has a negative impact on patients with a very serious risk of loss. One of the causes of medical malpractice is an error in carrying out medical actions because knowledge about medical actions such as the surgical process comes from theories and concepts not on actions on real objects, even if they are carried out on real objects, they are limited to high costs. Augmented reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information. The purpose of this research is to build a mobile learning model with augmented reality technology for medical personnel to reduce practice malls. The research method uses a qualitative approach through literature review and observation.

Keywords
Malpractice, Augmented Reality, Medical malpractice, M-Learning.