Design and Development of RunForFun Mobile Application

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Abstract. Race run for 5 km or 10 km has been trending recently in many places in Indonesia, especially in Surabaya where there were at least 11 events of race run. The participant's number also increased significantly compared to years before. However, among several race run events, it was seen that some events tended to be replicative and monotone, while among the participants recently were identified the need for increasing the fun factor. RunForFun is a mobile application which designed for participants to reach new experience when participating in a race run event. The mobile application will run on Android OS. The development method of this mobile application would use Reverse Waterfall method. The development of this mobile application uses Ionic Framework which utilizes Cordova as its base to deploy to smartphone devices. Subsequently, RunForRun was tested on 10 participants, and the test shows a significant increase in the fun factor from run race participants.

Key words: Android, mobile, RunForRun

1 Introduction

Daily exercise is one of many ways to maintain health. One kind of exercise that can be used to maintain our health is with running. Race run is so popular lately in Indonesia, especially in Surabaya. In 2016, there is 11 race run that being held in Surabaya registered to www.ayolari.in. The enthusiasm of the participant can be seen on MayBank Bali Marathon 2016 that the participants have increased by 40 % from 2015. But if it was looking closely at the inside of the race run, it is found that replicative and tends to be monotone. The participants participating in race run because it is a lifestyle, they want to look for fun, and they want to socialize with other people. Those race run is lack of variation factor and its fun factor.

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