

ABSTRACT

DESIGN AND DEVELOP MOBILE MUSEUM APPLICATIONS GUBUG BASED ON ANDROID

The application of information technology now covers various aspects of life. Information technology can also be used as a medium for introducing culture in Indonesia including the background explanation of keris culture in the museum. Problem available in the museum include limited display time collection and lack of places for display and storage in addition to the limited guide who guides and explains collections to visitors. The Mymuseumgubug application is one solution to overcome this problem. The solution offered by this application is to help visitors access and obtain an explanation of the collection of collections in the museum in the form of pictures and background descriptions. This application uses the android smartphone media. This application uses the System Development Life Cycle (SDLC) method with the waterfall model and uses a client-server architecture where from the client side is an Android-based smartphone device and the server is in the form of the Google Firebase database. The results of this application are proven to be able to help the community to find out a detailed explanation of the different collection of objects in the museum so as to help better recognize the culture of Indonesia.

Keywords: Introduction to Collection, Museums, Android Applications, SDLC Waterfall, Client-server

