ABSTRACT

DESIGN AND DEVELOPMENT OF MOBILE-BASED BANJARNEGARA TOURISM INFORMATION SYSTEM USING FLUTTER

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Banjarnegara Regency boasts a diverse range of tourism destinations, encompassing natural attractions, cultural sites, artificial landmarks, handicraft tourism, agro-tourism, as well as arts and culture. Despite the significant tourism potential within Banjarnegara Regency, challenges arise regarding effective promotion and marketing. Currently, the methods employed for promoting tourism largely rely on traditional media like brochures and print advertisements. Many tourists remain unaware of the various attractions available in Banjarnegara, and there is a lack of mobile-based information media to support tourism information dissemination. In the development of the tourism application, researchers adopt the Rapid Application Development (RAD) methodology, involving several stages including requirements planning, user design, construction, and cutover. For application development, Android Studio serves as the development tool, along with the utilization of the Flutter framework. Furthermore, during the application's development, testing becomes essential. Application testing involves black box testing, which targets the technical aspects of the software.

***Keyword**: **Tourism, Mobile RAD**, Flutter, Firebase*