

ABSTRACT

BANYUMAS TOURISM INFORMATION APPLICATION DEVELOPMENT USING ANDROID STUDIO BASED ON THE SCRUM SOLO FRAMEWORK

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One sector that is highly dependent on the dissemination of information is that it requires the dissemination of information in its tourism promotion activities and also developments for its tourism business. However, the dissemination of this information is still a problem for the tourism sector in Banyumas Regency, the dissemination of information related to tourism is still not effective. The purpose of this research is to develop an Android-based tourism information system for Banyumas Regency to assist tourists in obtaining information about tourist attractions. The method used in application development is Scrum Solo which functions as an application development framework and Black Box Testing as a testing method to test whether the application is valid or not. The result of this research is an Android-based tourism information system application for Banyumas Regency which was developed using the Scrum Solo framework and has been tested valid and all of its functionality goes according to plan based on the results of the Black Box test.

Keyword : Banyumas Tourism, Android Studio, Tourism Object, Information, Scrum Solo.