ABSTRACT

DESIGN OF MOBILE-BASED E-TICKET INFORMATION AND SERVICE SYSTEM WITH FLUTTER FRAMEWORK (STUDY OBJECT: MOUNT PRAU CLIMBING TOUR IN WONOSOBO DISTRICT)

Oleh Tegar Alamsyah Surbakti NIM 20102189

Mountain climbing is a popular activity, and Mount Prau in Wonosobo Regency is one of Indonesia's favorite destinations. However, the manual climbing registration process often results in lack of transparency, time-consuming data entry, and difficulties for prospective climbers from outside the city in knowing the rules and climbing routes. Apart from that, poor management of luggage often results in climbers throwing rubbish carelessly. To overcome this problem, the author developed a mobile-based E-Ticket Information and Service System application using the Flutter Framework. Flutter was chosen because it supports multi-platform application development for Android and iOS. This application allows prospective climbers to register online without needing to go to basecamp and records the logistics they carry to prevent littering. This research uses the Prototype Method, which allows showing how the software works before actual development begins, as well as providing a demonstration of its functionality. The aim of this research is to design a mobile-based E-Ticket Information and Service System for Mount Prau using the Flutter Framework with the Prototype Method. This application was tested using the Black Box Testing method and the results show that all features function properly. Usability testing is also carried out using the System Usability Scale method via Google Form which is filled in by prospective climbers. The result of this research is the Mount Prau registration application which allows prospective climbers to register online and provides information on climbing routes and climbing regulations, making it easier for prospective climbers.

Keywords: Mobile Apps, E-Ticket, Flutter Framework, Natural Tourism, Prototype Method, System, Registration Information System