

ABSTRACT

DESIGN AND DEVELOPMENT OF AN ANDROID-BASED TOURISM TICKET BOOKING APPLICATION FOR ADILUHUR TOURISM VILLAGE USING THE AGILE METHOD (CASE STUDY: ADILUHUR TOURISM VILLAGE).

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Tourism villages have a cultural value that is very inherent compared to other tourist attractions. With high attractiveness, tourist attractions must adjust to their services and management. Adiluhur Tourism Village is one of the tourism villages that requires innovation and digitization of tourism to improve the quality of its management, especially in monitoring tourist quotas. Currently, Adiluhur Tourism Village has limitations in accessing tourist village information, variations in ticket booking transactions, and managing visitor data. This research aims to Design and develop an Android application for booking tourist tickets at Adiluhur Tourism Village using the Agile method which is expected to increase the digitalization of Adiluhur Tourism Village. This application is Designed using the Agile method, which allows flexibility in changing the flow and features as needed. In the Design stage, the Design Thinking method is applied with the stages empathize, define, ideate, prototype, and test. System Usability Scale (SUS) testing at the test stage showed a score of 79.85 with the "Good" category. The development stage is continued by building an Android application based on the prototype that has been tested. After that, blackbox testing is carried out to ensure all functionality runs as expected, with the final result showing a 100% success rate. This research shows that the application of Agile and Design Thinking methods can produce applications that are responsive to user needs and high functionality, supporting the digitalization efforts of Adiluhur Tourism Village.

Keywords: Tourism, Tourism Village, Agile Methods, Design Thinking