Android-Based Event Information Application in the City of Makassar Using Location Based Service Technology

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Abstract—Android Based Event Information App in Makassar City using Location Based Service technology is an application that provides information about event information, especially in the city of Makassar by utilizing the Android platform. This research is based on the background because there are still many people who do not know the information about events that are ongoing or will be held in the city of Makassar. That is due to the lack of information obtained and the lack of a forum to convey information about the spread of events easily. The purpose of this research is to build an event information application to help the public receive event information quickly and easily, to help people find the route to the event they want with the help of Location Based Service technology with use of the android platform to convey event information so that it can be accessed whenever and wherever they want. This research produces an Android-based Event Information Application that helping people get event information with 70% testing results and making it easier for people to find routes to the event location according to their wishes by using technology Location-Based Service with a percentage of 60% strongly agrees.

Keywords: Event, Android, Location Based Service,
Use Case Diagrams are used to find out the functions and who has the right to use those functions. The use case diagram of the proposed system is as follows:

**Figure 1. Use Case Diagram User**

In Figure 1 the actor is people that using the application. Actors who use the event application to find, view and add information about events in the city of Makassar.

2) **Class Diagram**

**Figure 2. Class Diagram**

D. **Interface Design**

The interface design is a description of the application that will be made. The interface designs of the event information application are as follows:

1) **Login Design and Main Menu**

![Login Design](image)

Figure 3. Login Design

In Figure 3 is the login display design, to enter the system the user must first log in by entering an email and password.

![Main Menu Design](image)

Figure 4. Main Menu Design

In Figure 4 is the Main Menu Design which consists of a search feature, all event feature, this weekend feature, and free or paid events.

2) **Details Event Design**

![Details Event Design](image)

Figure 5. Details Event Design

Figure 5 is the Detail Event Design which consist of an event pamphlet, location feature, and details event.
III. RESULT AND DISCUSSION

A. Implementation

1) Login Design and Main Menu

Figure 6. Login Interface

Figure 6 is a user login interface, before accessing the system the user is required to log in first by entering the email and password then clicking the Sign in button.

2) Details Event Interface

Figure 8. Details Event Interface

Figure 8 is a details event interface that’s shows details of the selected event in the form of title, time, location, category and a flyer image of an event.

B. Testing

Beta testing is done by the author to directly test the application. Beta testing, also known as user testing takes place at the location of the end user by the end user to validate the usability, functionality, compatibility, and reliability of the software being created [6]. Through the media commissioner, users make an assessment of the application. By making a questionnaire aimed at 10 people to test the appearance and application process with 8 questions.

TABLE I

<table>
<thead>
<tr>
<th>NO</th>
<th>Pertanyaan</th>
<th>SS</th>
<th>S</th>
<th>CS</th>
<th>KS</th>
<th>TS</th>
<th>TOTAL %</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Apakah aplikasi dapat berjalan di smartphone dengan baik?</td>
<td>70%</td>
<td>30%</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
<tr>
<td>2</td>
<td>Apakah tampilan aplikasi mudah di pahami dan userfriendly?</td>
<td>60%</td>
<td>40%</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
<tr>
<td>3</td>
<td>Apakah fitur pencarian memudahkan menemukan sebuah event?</td>
<td>60%</td>
<td>30%</td>
<td>10%</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
<tr>
<td>4</td>
<td>Apakah informasi yang disajikan dalam aplikasi sudah baik?</td>
<td>60%</td>
<td>40%</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
<tr>
<td>5</td>
<td>Apakah aplikasi membantu penyelenggara dalam menyebarkan event mereka?</td>
<td>50%</td>
<td>50%</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
<tr>
<td>6</td>
<td>Apakah anda sangat terbantu dengan aplikasi ini?</td>
<td>70%</td>
<td>30%</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
<tr>
<td>7</td>
<td>Apakah Aplikasi mempermudah user untuk menenunakan rute menuju lokasi event sesuai keinginan mereka dengan bantuan teknologi LBS?</td>
<td>60%</td>
<td>30%</td>
<td>10%</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
<tr>
<td>8</td>
<td>Aakah notifikasi muncul dan bekerja dengan baik pada smartphone user ketika ada event di sekitar user berada?</td>
<td>50%</td>
<td>40%</td>
<td>10%</td>
<td>-</td>
<td>-</td>
<td>100%</td>
</tr>
</tbody>
</table>

IV. CONCLUSION

Based on the test results of this research, it can be concluded that the application can help organizers to spread their event with a percentage of 50% agreeing, this application also helps the public to get event information with a percentage of 70% strongly agree. The use of Location Based Service technology also makes it easier for people to find a route to the event location according to their wishes with a percentage of 60% saying they strongly agree.

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VI. REFERENCES