ANDROID-BASED APPLICATION DESIGN FOR REPORTING LOSS AND FOUND OF ITEMS IN UNIVERSITY OF TECHNOLOGY YOGYAKARTA

MUHAMMAD IFDHAL RUMALUTUR
Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman Yogyakarta
E-mail: ifdhal060902@gmail.com

ABSTRACT

Losing an item is a situation experienced by a person when parting with an object that once existed becomes non-existent. Losing an item can be experienced by various groups, such as students. Some University of Technology Yogyakarta students usually spread information about lost and found items only through social media. This is still not efficient because information uploaded by students can be covered with other content and status so that information about lost and found items is difficult to filter and be accepted by other students. The aim of this research is to build an application that can accommodate information on reporting lost and found items on campus 1 of University of Technology Yogyakarta. The research methods used for data collection were questionnaires, observation and literature study. The results of this research are to produce an Android-based application as an information center for students to report lost and found items on campus 1, University of Technology Yogyakarta so that students can more easily exchange information with each other in finding and reporting lost items.

Keywords: Loss, Discovery, Items, Students, Information.