ANDROID-BASED APPLICATION FOR CULINARY TOURISM AND RECREATION IN NANGGULAN DISTRICT USING COLLABORATIVE FILTERING ALGORITHM AND FP-GROWTH ALGORITHM

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ABSTRACT

Nanggulan has a variety of culinary and recreational tourism with characteristics that are different from other areas. This tourism potential needs to be developed because it is a big capital to attract visitors to visit Nanggulan. However, the difficulty faced by tourists is that they have difficulty in getting information systems for culinary and recreational tourist attractions. In general, tourists get information from Google, but the drawback is that Google does not display culinary and recreational tourism which is less known to most tourists. This research aims to design a culinary and recreation tourism Information System application with Android-based technology to support the tourism sector in Kulon Progo. This research uses the Collaborative Filtering algorithm method and the Fp-Growth algorithm. With this design, the author hopes that it can help domestic and foreign tourists in searching for Nanggulan tourism. For application testing using the black-box method, where this test is tested directly.