

# **IMPLEMENTING FLUTTER CLEAN ARCHITECTURE FOR MOBILE TOURISM APPLICATION DEVELOPMENT**

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## **ABSTRACT**

*Tourism is an important industry that can have potential for the economic development of a region. One of them is Bantul Regency which has a variety of interesting tourist attractions. Tourism has become a mainstay sector for developing and building new tourist attractions to support sustainable development. One of the top tourist attractions in Bantul Regency is a natural tourist attraction that offers fresh and beautiful views, there is also delicious accommodation and places to eat around the tourist attractions, of course the costs are cheap and affordable. The Bantul Regency Tourism Office has carried out promotions on various platforms and already has supporting applications too, however the application created still has shortcomings, one of which is that there is no validation system for users and the layout is not neatly arranged. Therefore, to support the delivery of more up-to-date information, a new design was created in accordance with the object in question. With the design of this Android-based e-tourism application, it is hoped that it can display information about tourist locations and other supporting information so that it can help deliver quality information that can be seen well and enjoyed by the wider community. This application design was built with software such as Dart and JavaScript as programming languages, Flutter as a framework for building the Android ecosystem, MongoDB as a database server, and Visual Studio Code as support. The Android-based Bantul Regency E-Tourism application is a system that supports the Bantul Tourism Department to help their vision and mission to realize superior tourism as well as information on various tourist attraction locations in Bantul Regency.*

*Keywords: Android, E-Tourism, Tourism, Flutter, Bantul Regency*