

# ***DESIGN AND CONSTRUCTION OF AN ANDROID-BASED TOURISM AND CULTURE INFORMATION SYSTEM APPLICATION OF JEPARA DISTRICT USING THE HAVERSINE METHOD***

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## ***ABSTRACT***

*Every region in Indonesia has uniqueness and tourism potential that can be explored. Central Java Province also has tourism potential that is no less good when compared to other regions in Indonesia. However, the lack of role of local governments and tourism actors in managing tourism means that it is possible that the potential of these tourist attractions cannot develop optimally or cannot last long. The aim of this research is to create an Android-based information system application regarding tourism in Jepara Regency in the form of photos of tourist attractions, history and articles from tourist attractions, as well as being able to provide tourist guides for tourists on mobile. From the results of this research, a tourism information system application was created using the Haversine method which will be developed into the final research project by completing features that have not been created in accordance with previous research. Thus, developing an Android-based tourism information system application for Jepara Regency is an important step in improving tourist access and experience as well as promoting local tourism potential. The conclusion of this research shows that the Haversine method has been successfully applied in developing this application, which will continue to be developed by completing features that have not been created according to previous research.*

*Keywords: Android, Tourism Information System, Haversine Method*