WEB AND MOBILE-BASED BEGINNER MOUNTAIN CLIMBING GUIDE APPLICATION

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ABSTRACT

Mountaineering has become a popular activity in Indonesia; however, it presents its own set of challenges and risks. Many climbers, particularly beginners, often neglect adequate preparation and essential knowledge prior to their climbs, which frequently results in accidents. To address this issue, this research aims to design and develop a web-based and mobile application that serves as a mountaineering guide for beginners. This application offers up-to-date information on climbing routes, as well as guidance on physical and mental preparation and survival techniques. In accordance with Mapala standards, the application provides instructions on rules, equipment, first aid for accidents, survival strategies, and recommendations for mountains in Indonesia. The research methods employed include data collection and the establishment of business rules. The outcome is a user-friendly application that is beneficial for mountain climbers, featuring a comprehensive design implementation. The conclusion of this research offers recommendations for enhancing the application's quality in the future, ensuring that climbers can enjoy a safe and meaningful climbing experience.

Keywords: Mountain Climbing, Beginner, Climbing Guide, Beginner Climber, Web, Mobile, Information System.