

# **BANJAR CITY TOURISM INFORMATION SYSTEM BASED ON MOBILE APPLICATION**

**(Case Study: Banjar City, West Java)**

**MUHAMMAD ARIEF BUDIMAN**

*Informatics Study Program, Faculty of Science and Technology,  
University of Technology Yogyakarta  
Jl. Ringroad Utara Jombor, Sleman, Yogyakarta,  
E-mail: [muhammadarief1077@gmail.com](mailto:muhammadarief1077@gmail.com)*

## **ABSTRACT**

*Banjar City, located at the border of West Java and Central Java, is a strategic region with significant tourism potential, including culinary attractions, accommodations, and places of worship. However, the availability of comprehensive and integrated digital information remains limited, hindering the promotion and accessibility of local tourism assets. This study aims to develop a mobile-based tourism information system that provides tourists with complete and easily accessible information about Banjar City's attractions. The application is also designed to assist the Banjar City Youth, Sports, and Tourism Office (DISPORA) in effectively managing and promoting tourism data. The system is developed using a software engineering approach, incorporating Data Flow Diagrams (DFD) and Entity Relationship Diagrams (ERD) for system modeling. Technologies used in the development include PHP and Kotlin for programming, MySQL for the database, and REST API to connect the mobile application with the web-based admin panel. The final application presents comprehensive tourism information, including locations, descriptions, facilities, travel routes, and user reviews. The system has proven effective in supporting both tourists and DISPORA in the promotion and digital management of Banjar City tourism.*

**Keywords:** *Information System, Tourism, Mobile Application, Banjar City, DISPORA.*