

# 4<sup>th</sup> ICITB

## E-EVENT INFORMATION SYSTEM AT ALUNG PRODUCTION BASED ON ANDROID

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### ABSTRACT

*The development of technology in this modern era affects the majority of people to use Smartphone as a medium of communication in the daily life. Smartphone becomes a necessity in life, especially when people need to find information about an event and to book tickets at Alung Production. Consumers can immediately see information and book through Smartphone without coming to the location. The information system was based on minimum Android version by using Lolipop. The programming language used in this system was Java and the MySQL database. The method to develop this system used Waterfall with UML tools (use case diagrams, activity diagram, class diagram and Sequence diagrams). This information system contained the ticket booking service that facilitated consumers to register and to get the tickets about the event. There was the rating ranks to provide an assessment and comment on the information about the event. Therefore, it facilitated consumers to get information about events held by Alung Production.*

*Keywords : Android, Java, MySQL, UML*

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### INTRODUCTION

Alung production is one of the event organizers (EO) that is quite well known in Lampung city even though it is only 3 years old under the leadership of Mr. Oji, possessing an office address on Jalan Tihang Tanjung Glad Way, in a month Alung Production usually holds as many event events as 3 times. events that are often held are parties, solo songs and management of artists from Jakarta. The role of the media is very helpful in delivering information, but not all information media can provide appropriate information to parties / event participants. With the presence of internet and mobile media nowadays which are increasing in number of users and

economical, it is expected to be a publication media that can provide progress and accuracy in delivering information to event participants. With this Event Application, it will be easier to search and share information about an event / event that will take place, considering that the people of the city of Lampung who have used a lot of smartphones have become a habit for many people to search for news or information through online on their smartphones.

A container is needed which contains information about the event carried out in the city of Lampung specifically by EO Alung production which later can be accessed by the public through an Android-based smartphone. In the system, the general public as users can see the event information including the name of the event, description, date, event image, form for booking tickets, and the user can provide comments and rating events.

## **LITERATURE REVIEW**

### **1.1 Event Organizer**

is a foreign term that we usually use to replace the term committee or event organizer. According to its constituent words, the event organizer consists of the word event which means an activity or event and an organizer that means an organizer or manager. In a simple language the organization itself can be said as a place where people interact to do something to achieve a common goal. In the context of the EO the intended purpose is the achievement of the holding of certain events successfully according to what was previously planned

### **1.2 Management Event**

According to Goldblatt (Goldblatt, 2013) Event Management is a professional activity of gathering and meeting a group of people for the purpose of celebration, education, marketing and reunion, and responsible for conducting research, designing activities, planning and carrying out coordination and supervision to realize the presence of an activity. Organizing an activity is a need that cannot be denied for a commercial or non-commercial company. these activities aim to support Public Relations activities in creating a positive image of the company in the eyes of internal stakeholders and external stakeholders. In addition, these activities cannot be separated from the marketing communication activities of the company, especially in the below the line activities

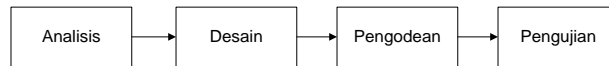
### **1.3 Android Studio**

According to Eric (2016), in his journal it was written that Android Studio is an Integrated Development Environment (IDE) for the Android platform. This Android Studio was announced on May 16, 2013 at the Google I / O Conference by Google Product Manager, Ellie Powers. Android Studio is free under the Apache License 2.0. Android studio originally started with version 0.1 in May 2013, then made a beta version of 0.8 which was released in June 2014. The most stable was

released in December 2014, starting from version 1.0. Based on JetBrains' IntelliJ IDEA, the Studio is designed specifically for Android Development which can now be downloaded for Windows, Mac OS X, and Linux.

#### 1.4 *Waterfall*

The waterfall method is often also called a linear sequential model or classic life cycle. The waterfall model provides a sequential life-flow approach to software, here is a picture of the waterfall model.



**Figure 1 *waterfall* Method**

## RESEARCH METHOD

### 1.1 Data collection method

Data collection used in compiling and completing data is by means of observation, interviews and literature.

#### a. Observation

make observations to get the information needed. Observations are made to obtain data by observing and searching for information in production.

#### b. Interview

The interview process is done by interacting directly with Mr. Oji as the leader of Alung Production, namely by asking a few questions

#### c. Literature review

Literature studies are conducted to obtain data and information by reading various journals, scientific works, and other sources regarding problems related to research.

### 1.2 System Development Method

The method used in this study is the waterfall or waterfall method, below is the process of the waterfall method series.

#### 1. Analysis

At this stage the author observes and looks for information about the advertising and Event Organizer services, namely in the production line. The author makes observations to get the information needed.

## 2. System Design

From the results of observations made, it will be designed and implemented by an "e-event information system" based on Android, which will help EO and Users. The system design will be made using a use case.

The design stages are used to design the proposed system. The design of the proposed system consists of use cases, activity diagrams, sequence diagrams, class diagrams, database design, and input / output design.

## 3. Coding

After designing the system from the application that will be created, it will start making an "e-event information system" based on Android, using the Java programming language and MySQL as the database.

## 4. Testing

After going through the writing code of the program code or making the system, at this stage it covers all the things that relate to the implementation to ensure all parts function properly

# II. FINDINGS AND DISCUSSION

## 4.1 System Analysis

starting from determining the place of research held. This research was conducted at Alung Production. After determining the place of research, the next step is to analyze the problem. The problems that occur regarding the dissemination of information on events to be held by Alung production are carried out by making information leaflets about the events held in the form of posters and banners that are attached and installed in certain places. In addition, the notification of information about the event organized by Alung production is through social media and word of mouth to other friends.

Notification of information about the event that will be held by Alung Production using posters and banners is considered inefficient and effective due to the laziness of the people to see and read the information through posters, posters that are often damaged by irresponsible parties and the placement of posters that are considered less strategic which causes information is unclear.

## 4.2 System planning

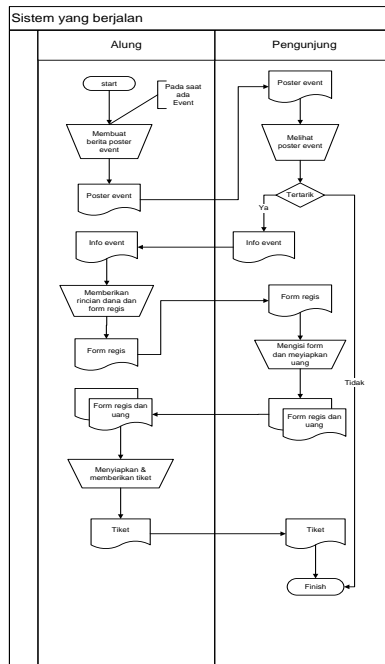


Figure 2. running system

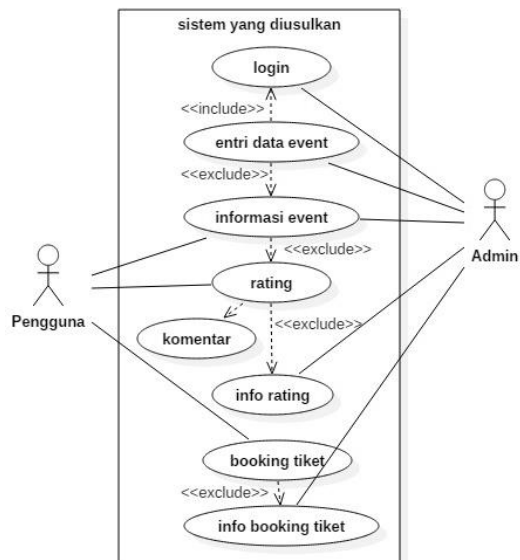


Figure 3 proposed system

### 4.3 Implementation

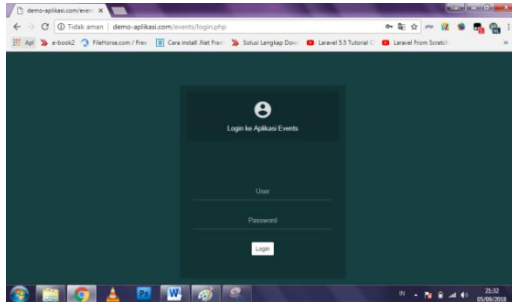


Figure 4 Login Admin Page

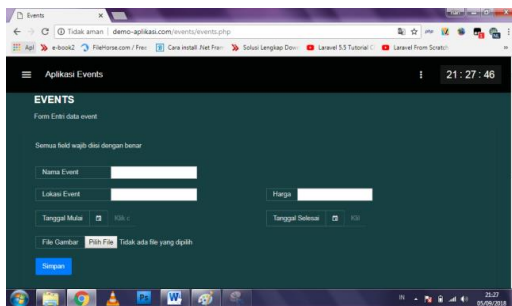


Figure 5 Input Event Page

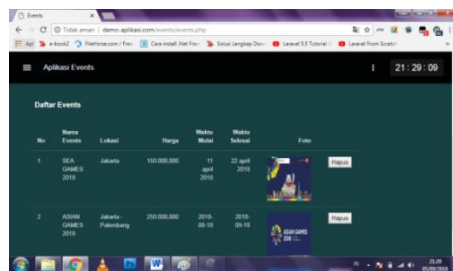


Figure 6 Event Data Page

No	Nama Events	Nama User	Komentar	Rating
1	SEA GAMES 2018	Andi	Ok lah eventnya	3
2	SEA GAMES 2018	Aja		5
3	Pentas Musik	Abdi	mantap ga	2.5

Figure 7 Rating Data Page

No	Nama Events	Nama	No HP	Akumul	Jenis Akun	Keterangan
1	SEA GAMES 2018	Aja	806	1		
2	ATM GAMES 2018	ary	99999999	1	Instagram	
3	Pentas Musik	ayen	082111111	1	Facebook	

Figure 8 Booking Data Page

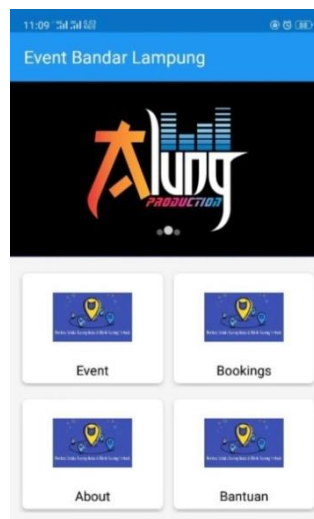


Figure 9 Customer Android Main Page

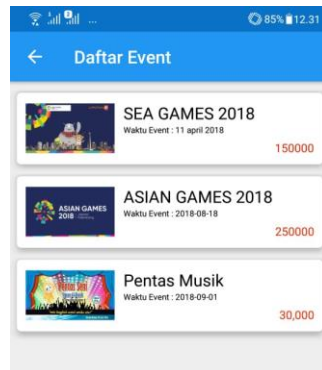


Figure 10 Customer Android Event Data Page



Figure 11 Customer Android Event Detail Page



Figure 12 Customer Android Booking Page



## CONCLUSION

Based on the process of building an e-event information system on Android-based Alung Production that starts from the analysis to implementation stage, conclusions can be drawn as follows:

- a. In the Android-based e-event information system it contains event booking data making it easier for consumers throughout Lampung provinces to register to order event tickets.
- b. In the Android-based e-event information system contains information on events organized by Alung Production. In addition, there is an event rating to provide an evaluation of events by the user and a menu of criticisms & suggestions addressed to the event organizers.
- c. The information system built can facilitate the process of disseminating information and booking ticket events.

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