

E-MUSEUM: PROTOTYPE OF INNOVATION IN DEVELOPING TOURISM POTENTIAL IN EDUCATION (EDUTOURISM) BASED ON SMART DIGITAL ANDROID APPLICATION

by Muhamad Nur Rokhman, Alifi Nur Prasetia Nugroho, Asyhar Basyari

ABSTRACT

This research aims to 1) Innovate the development of information technology-based museums, 2) Develop Museum potential museums as educational tourism. Digital website development uses Research and Development (RnD) research methods with ADDIE model development steps. The ADDIE model consists of five steps, namely: (1) analyze, (2) design, (3) development, (4) implementation, (5) evaluation.

The output of this research is the creation of *an Android-based e-museum application* to attract the public. In the development of the prototype of the *Android-based e-museum application* using the *Software Development Life Cycle* (SDLC) model. The stages in the prototype are depicted in the form of a circle, where this stage begins with the search for needs then the depiction of the first prototype in the form of a *mockup*. The development of a digital website that will be carried out contains museum information in the categories of education, culture, and art in accordance with the composition of museums in DIY. With the *e-museum application* website, both domestic and foreign visitors can access information related to the museum easily and quickly. The publication output in this study is reputable international journal articles Q3 (International Journal of Sustainable Development and Planning), intellectual property rights, and Implementation of Agreement (IA)

Kata Kunci: *Mobile application, museum, android, Innovation, Edutourism*