

IMPLEMENTATION OF COMMUNITY INFORMATION TECHNOLOGY FOR SIDOWAYAH VILLAGE CADET REEFS INTHE DEVELOPMENT OF SPORTS TOURISM IN BUKIT ARJUNA, GUNUNG GAJAH VILLAGE, BAYAT DISTRICT, KLATEN REGENCY

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ABSTRAK

The purpose of community service is to provide education to the management of the youth organization in Sidowayah Hamlet, Gunung Gajah Village, Bayat District regarding the management of tourist objects and technical guidance on how to enter the temples of the Arjuna Hill tourist attraction to the Arjuna Hill website. Methods of community service with the presentation of material and interactive discussions by experts in tourism object management and information technology with participants. This activity was attended by 30 youth participants and administrators. The instrument used to measure the success of community service uses a test at the end. The results of the knowledge test were as follows: 1) 1 person (3.3%) in the category of very good mastery of the material, 2) 24 people (80%) in the category of mastery of the material is good, and 3) 5 people (16.67%) in the category of less mastery of the material.

Kata Kunci: Application, Information Technology, Sport Tourism