

ABSTRACT

Boarding house is one of the places where lodging or temporary accommodation providers have several facilities available, and also has a price determined by the owner of the boarding house, while the length of time is determined by the renter of the room. To get boarding information is usually done by coming to the destination directly to find a boarding house. With the development of the functions of a website, the website can be integrated with the Google Maps API to get the location of appropriate boarding house info so that it can provide convenience for consumers who will look for boarding. Besides being able to access the website, boarding-house owners can also promote boarding places easily and effectively without having to print brochures or flyers and can facilitate the dissemination of information. The analytical method used in this system is SWOT while the development method uses prototypes. This system utilizes virtual reality technology that can help students see boarding houses in real. The result of making this website is a boarding system for boarding around the campus of Esa Unggul University that can provide a boarding house overview to boarders and can place an order online and make it easier for boarding owners to promote their boarding houses. This system also provides boarding-house location information so as to make it easier for incoming students to search boarding-lodging.

Keywords: *Google Maps API, Boarding Information Search, Virtual Reality, SWOT, Prototype*