

## ABSTRAK

Judul : Perancangan Aplikasi Marketplace Pameran Lukisan Berbasis Android  
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Program Studi : Teknik Informatika

Lukisan merupakan karya seni yang tertua di bumi yang ada sejak zaman manusia purba dan bertahan hingga kini. Saat ini karya lukisan banyak di pameran dalam pameran seni yang di selenggarakan oleh para pelukis. Selain memiliki nilai seni, lukisan juga memiliki nilai komersil. Namun untuk mengadakan suatu pameran membutuhkan waktu, tempat dan biaya serta pelukispun harus memikirkan promosi agar pameran tersebut dapat di hadiri banyak pengunjung. Selain itu banyak pengunjung yang mempunyai keterbatasan waktu, jarak, dan biaya di tambah lagi kurangnya informasi mengenai pameran diadakan. Oleh karena itu Aplikasi Pameran Lukisan ini akan dijelaskan dengan menggunakan metode pembuatan perangkat lunak Prototype, yaitu: mendengarkan pelanggan, merancang dan membuat Prototype, uji coba. Aplikasi pameran lukisan bisa diakses melalui *smartphone*. Aplikasi pameran lukisan ini telah di uji coba dengan teknik *black box* dan dinyatakan berhasil dari bagian admin hingga bagian pengguna.

Kata kunci : *Lukisan, Pameran, smartphone*

## ABSTRACT

Title : Designing a Painting Exhibition Marketplace Application Based on Android  
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Study Program : Technnical Informastion

Painting is the oldest work of art on earth that has existed since ancient human times and survives until now. Currently many works of art are exhibited in art exhibitions organized by painters. Besides having artistic value, painting also has commercial value. But to hold an exhibition requires time, place and cost and the painter must think of promotions so that the exhibition can be attended by many visitors. In addition, there are many visitors who have limited time, distance and cost plus the lack of information about the exhibition being held. Therefore this Painting Exhibition Application will be explained using the Prototype software creation method, namely: listening to customers, designing and making Prototype, testing. The painting exhibition application can be accessed via a smartphone. This painting exhibition application has been tested with black box technique and was declared successful from the admin section to the user section.

Keywords : *Painting, Exhibition, smartphone*