ABSTRACT

This paper presents an interactive application to be used in an important entertainment place visited by young, old and children on holidays and vacations to spend fun times. The system consists of the zoo's mobile application, quick response (QR) code technology as front end, and network system as back end. The mobile application helps the visitor to scan the QR tag that attached on each animal's cage to send the request to a network system that processes the request and returns the result to the visitor's mobile screen in the form of text. on the other side, the network system consists of a network provider to provide services that enable the visitor's mobile to access the system and the main server which contains animal's information in two languages; English, and Indonesia (end user can choose which he/she prefers). The aim of this system is to facilitate the visitor's tour in obtaining more information on the animals easily and quickly in the zoo areas by using modern technology to make the tour fun and non-routine.

The technology used is a client-server based system with Android as a client and Django Rest Framework as a backend on the server. In this research, the authors use the Unified Extreme Programming (XP) method, and the design uses the Unified Modeling Language (UML). The result of the research showed that the application could give information about animals through android application and the test is done by using the Black-Box equivalence partitioning that it can prove running as well as the requirement. From this study, it can be concluded that with this research, it is expected to be able to facilitate visitors in obtaining more information on the animals easily and quickly around the Wildlife lookout zoos.

Keywords: Animal information, QR code, Android, Django Rest Framework