

ABSTRACT

Gamepad is primary and essential tool for gamers who play in different types of platform games, from old game machines, starting from Atari2600 and SNES, until today's advanced machines such as Playstation 3 and XBOX 360 to computer (PC) also participate in game development. However, for a few things, the use of gamepad itself become an obstacle.

In this research, designed an application gamepad that is implemented Android-based mobile phone operating system. It embodies the important buttons that often used in general controller and designed to be easily accessible by fingers. This application is implemented using the Android programming language based on the Java programming language with connected between mobile phone and PC wirelessly, and preferred interface on mobile device that have a touchscreen with size wide so it can be comfortable to held and played like gamepad generally.

In addition, this research also searched compatibility with Bluetooth wireless connection method, see from the minimum delay response between the buttons on application and the buttons from computer (emulator) during testing performed, in order to get the application with high accuracy and feasibility.

Kata kunci : *Android, Bluetooth, Gamepad, Wireless*