

## **ABSTRACT**

*Bandung is a city that has a variety of tourist destinations, one of which is a historical tour. The number of museums in the city of Bandung is evidence that a lot of history that occurred here, including the history of the struggle of the people of West Java where the evidence is stored in their struggle Mandala Wangsit Siliwangi museum. However, there are still many people who are not aware of the existence Mandala Wangsit Siliwangi museum. Some of the reasons include lack of information and promotion given to the community, as well as a lack of desire and public awareness to tour the museum's history. Need extensive efforts, including observation and interviewing various parties, including the tourists and the museum to support the development of the museum. The results of a survey of the target that adolescents aged 17-25 years, there are still very many who do not know and have never been to the museum Mandala Wangsit Siliwangi. It is caused by a lack of information that they can be related to this museum. The museum also recognizes the lack of media promotion and information into one of the main causes of people do not know the existence of this museum. The number of tourist attractions that is more developed in terms of information dissemination and promotion, demanding Mandala Wangsit Siliwangi museum to also move that will have no impact on the loss of the existence of this museum. From the analysis, the media very closely with teenage life adalah mobile apps. With this media writer wanted to create a design tour guide based application that can connect to a variety of virtual media such as social media, and so on. The rapid dissemination of information in cyberspace is expected to be petrified raise the existence of the museum itself so that people know the existence of the museum and will eventually increase the number of visits to the museum can be better developed*

*Keywords: Struggle, Siliwangi, Mandala, History, West Java.*