

ABSTRACT

One among the information needed by academics is the event information about call for papers, conferences, and competitions. Along with the development of technology, the information can be found in cyberspace. Academics who are looking for information can do a search by looking at the site and searching on the internet. However, academics requires quite a long time if they should check out the information websites one by one if they want to find information according to the desired web site it is because there are not special disseminating information about academics call for papers, conferences and competitions. Most of the information the website provides information on a variety of things.

In addition to academics as information seekers, for event organizers who provide information to prospective participants sometimes the information isn't right on target, such as the dissemination of information in places that rarely seen by peoples or places where seldom information seen.

To solve the problem - the problem, need to built a mobile application that implements the concept of crowdsourcing which is a development of the concept of outsourcing in which the content or the content of these applications comes from the crowd (the crowd). With the application of this concept, academics can easily do search desired information from the organizers of the event, while this application can help to disseminate information event will be held.

Keywords: Call for papers, conferences, competitions, crowdsourcing, mobile Android.