

ABSTRACT

Internet users are increasing, including in the world of education, especially in universities. Nowadays almost all students always use various types of gadgets connected to the internet to access information both academic and non-academic. To meet daily needs such as food, most students still order food using conventional ways via sms / phone. However, not all students have credit to make food order via sms / phone but they have internet data package. Students who have data packages prefer to order food through online food ordering applications via mobile apps. In fact, not all students are satisfied with the services provided by this online food application because the price applied is more expensive than the normal price of the restaurant. Based on this issue, it is necessary to build a food ordering software that does not charge the price to the customer.

Software development using prototyping methods that begin by surveying user requirements for software to be designed. After getting the data and the required results, then the software will be built, if the prototype is built not in accordance with expectations then the software development will be repeated to meet the needs of the user.

The end result of this research is an Android-based food ordering app that can be used to make it easier for students to order food with in-app chat features, order status and top up features to facilitate users and sellers when making food order transactions in Telkom University area.

Keywords: Android, food order, prototyping, startup, technopreneurship