

Abstract

Tourism and cultural aspects of Tana Toraja like its histories, tourist destinations, cuisines, arts, traditional households, music instruments, and Tana Toraja's cultural ceremony for the dead are still not widely known by many yet. Because of this problem, the writer intends to create a certain smartphone application that runs on the Android operating system, a very fast expanded mobile operating system and used by numerous of people in current society. The application that will be created is an application functions as a media to promote the tourism and cultural aspects of Tana Toraja. This application will also apply a Virtual Reality technology feature.

With this application, it is expected that people can easily gain knowledge about tourism and culture of Tana Toraja. Furthermore, this app is also equipped with two mini games, Gendang Khas Toraja and Rumah Tongkonan. Gendang Khas Toraja allows users to learn to play Toraja musical instruments and Rumah Tongkonan lets users immerse themselves in the lifelike Toraja village environment. This application was programmed using Waterfall method and utilized Unity and Blender as programming tools.

Regarding the result of the research, the writer will produce a Virtual Reality android based application that can be used to help in promoting the tourism and cultural aspects that exist in Tana Toraja.

Key words: Tourism, Tana Toraja