ABSTRACT

Tourist attractions in Indonesia have now begun to use informative applications so that visitors can find out more details about the tourist attractions themselves. In addition, tourist attractions in Indonesia have also used modern technology. One of them is by using RFID (Radio Frequency Identification) on access to tourist attractions and rides in it. However, RFID has a weakness if it is stressed, it will be easily damaged, and also requires additional costs. One who can replace RFID is the use of the Wistman application that already uses QR Code (Quick Respone Code) technology to make it easier for visitors to enter tourist attractions and rides.

The Wistman application is designed using Android Studio and QR Code technology. In the Wistman application, users can see some information about tourist attractions. Among them are about the hours of operation of existing facilities in tourist attractions, promotions, and functions to open the gate or gate by scanning the QR Code on the vehicle. In addition, users can also add balance if the balance.

In this study there are three testing methods that are carried out including testing functionality (sub-system), QR performance testing in the field and testing of Mean Opinion Scores (MOS). This application has a delay of 1.70 seconds from the overall distance and dimensions of the QR Code. Overall, the application is feasible to be used to assist the quality of tourist services by utilizing the QR Code as a medium to open the gates of each vehicle through Android.

Keywords: QR Code, Android, Gate