

## ABSTRACT

Fish farming is important for Indonesia as a maritime country. This fish farming can be found in almost all cities in Indonesia. The development of fisheries business in Indonesia is carried out in various ways, namely by making reservoirs, making ponds, making ponds, to micro-scale fish cultivation in buckets/aquariums. One way to increase efficiency and effectiveness in fish farming is to automate feeding. Feeding fish is very dependent on timeliness and quantity. This is because some fish become predatory fish for other fish if the food is lacking or given too late.

At this time, feeding fish can be done automatically using internet of things (IoT) technology. By using IoT technology, fish farmers will be able to monitor and control fish feeding using the internet. This can be done remotely and in real time. Thus, efficiency and effectiveness in feeding fish can be increased so that the results obtained from fish farming are better.

**Keywords** – *Blynk, Automatic, Application, NodeMCU, Arduino, Internet Of things*