ABSTRACT

Growth of computer device have made a lot of changes for distribution digital media. Distribution of digital media by Internet can generate problem if the media is protected by copyright.

Digital of *image watermark*ing is one of type *watermark*ing to protect ownership (copyright) in an *image*.*Watermark*ing is part of science kriptografi using method inserts an in*form*ation into certain media. Digital scheme of *image watermark*ing in this paper covers applying its use at mobile device automatically when an *image* taken away from camera mobile device. A software being based on J2ME technology will be built at a mobile device to support implementation from digital of *image watermark*ing with method Least Significant Bit. Level of security and safety is done by operating *pixel*s from *image* and still keep the quality of *image* and compares the original *image* and stego *image* from description of *image* which have been *watermark*s

*Key*words : *image,watermarking, copyright, J2ME, mobile device, pixel*