

ABSTRACT

The development of technology in the world is constantly increasing. One of the most rapid development of technology is ICT (Information and Communication Technology). The development of ICT in Indonesia welcomed by every level of society, it can be seen from the increasing number of internet use and gadgets in Indonesia. One of gadget that is widely used today is the smartphone-based Android OS. In addition to the development of ICT, the need for sports in Indonesia also increased. It can be seen from the increasing number of Indonesian people who participate in sports. One of the most popular sports today is futsal. The growth of futsal in Indonesia continue to grow in every city, not least in Bandung. However, the growth of futsal in the city is not supported by the delivery of rapid and accurate information about the facilities, the location and schedule of futsal, so that people find it difficult to get the information they need.

In this final project, built information futsal mobile application and booking that can provide information that includes the location , facilities and schedules of futsal. In addition, thia application also provides on-line booking facility. These applications run on a gadget-based Android operating system.

The results of testing that has been conducted on 30 respondents, obtained the results of each question follows 60% declare that application has attractive interface, information of futsal is complete and user can get the information of futsal easily, 63% declare that the application is easy to understand and can run well, 53% declare voucher system can help booking process, 40% declare this application is required by user, 73% declare application accessible to use and simplify the booking process, 47% declare features contained in the application is running properly and in accordance with the needs of the user. Applications can run well using WLAN and HSDPA connections with average 4.702 seconds and 4.576 seconds. The usage of memory for this application is 51,58% of total memory that provided

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