

ABSTRACT

Airsoft gun is an extreme sport that requires protective equipment such as special goggles and vests, in the game, it is not uncommon for players to cheat like playing even though they have been hit.

The creation of this monitoring system aims to display shots provided by opposing players in the form of a web server monitoring, and reduce the level of cheating in airsoft gun games. By using vibration sensors that can receive vibrations, data is sent to monitoring. So when the BB bullet hits the vest, the vest will receive a vibration, and proceed to the Raspberry Pi microcontroller as a command to store the data, which indicates that the player has been hit by a shot. From the test results, it was found that when the vest was hit by a shot then the data was stored in an online database and immediately displayed on monitoring, the sensor was tested using a wifi module that had a distance of 15 meters.

Keywords: Airsoft gun, Monitoring system, fairplay