

ABSTRACT

The city of Bandung has various types of tourist destinations, ranging from city tours, shopping tours, culinary tours, nature tours, and educational tours. As an educational tourist attraction in the city of Bandung with various museums that become tourist destinations, one of which is the Bandung Geological Museum. The Bandung Geology Museum, which was founded on May 16, 1929 is a museum that provides information about geological artifacts and other matters related to Indonesian geology. The Geology Museum is always busy with visitors, from adults, teenagers and children. However, the Bandung Geological Museum still has problems in delivering information, namely the museum's official website which is less desirable. The author offers a solution by designing a mobile application as a digital tour guide media as the main medium for information about the Bandung Geology Museum as well as to attract visitors who can later help users get information about Indonesian geology, this design uses similar project observation methods, literature studies, interviews with related parties, data matrix analysis of similar projects and also questionnaires distributed online. The data obtained becomes a reference for designing a digital tour guide application called *GeoMuzee*.

Keywords: Mobile Application Design, Bandung Geological Museum, Museum Visit.