

## **ABSTRACT**

*The number of tourist objects in Bandung Regency is not accompanied by the development of media support facilities and information disseminated. This is because there is no official website from the Bandung Regency Tourism and Culture Office, so that information related to tourist objects still uses the website of the West Java Province Tourism and Culture Office, but the information available is very minimal and not up-to-date. This final project aims to design a geographic information system for tourism mapping in Bandung Regency based on crowdsourcing that can provide the latest tourist information and as a medium for tourism information in Bandung Regency.*

*This final project uses the scrum method, starting with identifying stakeholders, then making a product backlog. After obtaining the product backlog, then a sprint planning is made as a reference for work on each sprint. The sprint planning that has been made is then carried out and completed by the development team in one sprint. During one sprint, a daily scrum is held every day. At the end of the sprint, a finished product will be produced that is ready for use by the user. This finished product will be demonstrated at the sprint review held at the end of the sprint. In addition, a sprint retrospective will be held, the results of which are plans for improvement in the way the team works, which are expected to be implemented in the next sprint. The system created will be tested with a user acceptance test using blackbox testing.*

*The results of this final project are in the form of a geographic information system design that applies crowdsourcing to provide tourist information as a medium of information and map out tourist locations and tourism facilities to make it easier to find the desired tourist attraction, as well as determine whether to travel to the object through the responses and assessments of people towards the object. the object. The map in this geographic information system has 3 layers, namely tourist objects, lodging and places of business.*

*Keywords: Crowdsourcing, Geographic Information System, Scrum, Tourism*