

ABSTRACT

Education is a learning process that is carried out by each individual in order to gain knowledge and knowledge. In the learning process there is a curriculum that is used as a learning planning concept, in the 2013 curriculum there is a change in the subject of Indonesian History at the high school level, which was originally a specialization subject turned into a compulsory subject. Even so, high school students have difficulty in learning these subjects because they have to read quite thick Indonesian History books, and not a few people become lazy to read them. So that currently there is a Question Answering System or a question and answer system which is an information provider system with a question and answer service. This Question Answering System can be in the form of a chatbot that can be easier, faster to respond and can be accessed at any time, making it easier for users to find information about Indonesian History subjects using the Fuzzy String Matching method. This method performs string matching on the questions entered by the user with the keywords contained in the database. The results of the research on the chatbot of Indonesian History subjects have an accuracy rate of about 83.3% which can detect typo words and write different words but have the same word meaning.

Keywords—Indonesian history subject, question answering system, chatbot, Fuzzy String Matching