ABSTRACT

A car is one of the means of transportation used by people who have different speed figures depending on the tires used. Vehicle speed data is very important for safety and driving safety. most accidents occur due to four-wheeled vehicles, with the number of road fatalities estimated at 1.35 million people dying each year. One solution to prevent accidents , especially four - wheel drive by using technology based on Internet of Things (IoT) .

In IoT, there is surveillance for moving vehicles which is called tracking car. The creation of a tracker car used to unite four-wheeled vehicles using a mobile application called Blynk using real time with an internet connection. This application uses the Arduino IDE software to enter data on the tool that has been designed. This car tracking tool can be developed into an Unmanned Aerial Vehicle (UAV) because it can control it remotely.

In this study, a car tracking device was made with the addition of a speed sensor so that driving safety was more optimal, with the monitoring method using the Blynk mobile application which displays a map, latitude and longitude as well as the speed of numbers. The microcontroller used is ESP32 and the GPS sensor uses the Neo Ublox 6m Module which can read the location. The results of this study resulted in 3 speed comparisons, namely normal, medium and fast, with differences in color and range, namely in green with a range of 0-40, medium in orange from a range of 41-90 and fast with red colour in a range of 91-260. There is also a squared error value of 0.99 and an MSE value of 0.1. So the accuracy of the application is 99% feasible, which means successful.

Keywords*: Car, Tracking, IoT, sensor, blynk, android application.*