

ABSTRACT

Sport is a physical activity designed to maintain health and strengthen the muscles of the body. This activity can be used as a fun activity, entertaining in its development, or to unwind from the daily grind. The problem is that it's hard to find people to work with. Lack of connection is the main reason. People feel comfortable exercising with other people if they previously knew about that person. This study aims to create an application that can bring together people with the same sports interest. The application development method in this study is the waterfall method. The design of this application uses the Kotlin programming language. This design has succeeded in developing a data feature where people with the same sports interests can gather. Testing this application using the blackbox technique where the features that have been made are tested. From the test results it was found that the features in this application were running well and there were no errors that made the application features not run properly.

Keyword: Activity, Sport, Android, Kotlin, Joint Sport