

ABSTRACT

Banyumas Regency holds great potential in waterfall tourism, yet it remains underexplored due to the lack of integrated and engaging digital information for travelers. The aim of this final project is to design a mobile-based waterfall exploration application that optimizes the potential of waterfall destinations in Banyumas by presenting informative content, visually appealing design, and interactive features. This study adopts a qualitative approach using the Design Thinking method, with data collected through observation, interviews, literature study, questionnaire surveys, and documentation. The outcome of this project is a UI/UX design for an application named Tirtu, which provides waterfall location information, cost estimation, GPS navigation, and a chat feature to connect users with tourism managers.

Keyword: *application, banyumas, exploration, ui/ux, waterfall*