

ABSTRACT

In day-to-day needs, humans perform shopping activities. This led to the emergence of many shopping places. The number of shopping this makes the competition between the owners of the shopping places increasingly stringent, there's even a technology that utilizes the Internet to provide information of his shopping. However, only the customer can know the shopping information and can not see the other shopping information. Need for it in a shopping *portal* that can provide shopping information, either to one place or many places. In this study, a shopping application built using the *iterative* and *incremental* methods can provide shopping information.

This application uses the Android *platform*, this *platform* has been widely used by the public. In addition, in the collection of shopping resources is to apply the concept of *crowdsourcing* applications and *mobile portals*. The concept of *crowdsourcing* is the development of outsourcing in which the *crowd* needed to provide solutions to existing problems. Application of the concept of *crowdsourcing* on the application serves to provide opportunities for visitors to share information shopping. *Mobile portal* is the development of a *web portal* which have unique characteristics ubiquity, localization, personalization and convenience. Analysis and design of the application using UML. For Android applications using the programming language and the Java Native *Codeigniter* PHP *framework* as a *web server*. Furthermore, the application is tested with a test system functionality and *user* feedback. The test results showed that the application has been built in accordance with the system design and *user* requirements.

The results of this research is an Android application “Belanjaku” that can help *users* to share information shopping. In addition, this application also searches for shopping information as needed.

Kata Kunci : *crowdsourcing, platform* Android, *Mobile portal*.