

## APPLICATION INTERACTIVE TOURISM OF BANDA ACEH CITY USING ADOBE FLASH CS6

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### **ABSTRACT**

*Development of multimedia makes the delivery of information becomes more practical. Banda Aceh is a city that has tourism potential which is a relic of history. The problem is the media to promote the tourist attractions and historic sites is not maximized. For that created an interactive application that contains information on tourism in the city of Banda Aceh. In scientific writing, create interactive applications Banda Aceh tourism using Adobe Flash CS6. This application is interactive in which the user can choose the location where you want to know. The interactive application is also accompanied by a minimalist travel map containing tourist sites. It also added amenities of the town and a glimpse of information contains the address of the tourist attractions. Output is later is a file-based application exe (Execute) file and swf (Small Web Format) files which contains information on tourism sites in Banda Aceh. Output of the file will be saved in the long term and more practical. This application is expected to be used by the people of Banda Aceh to promote tourist places in the city. With the media is also expected to foster community interest outside Banda Aceh to visit attractions in the city of Banda Aceh.*

**Keyword** : Media Information, Tourism, Multimedia, Interactive Application.

### **INTRODUCTION**

#### **Background**

Digital media in today's media is the most desirable, because the digital media we can display or promote an object that we want. The object could be a multimedia application that is used to provide information on the objects in the show. Multimedia application is a medium to carry information that can be used in it.

The needs of digital media is needed these days to provide any information on places or sights on the wider community. In informative wider community need information interesting tours in Banda Aceh. At this time, tourist places of interest can be the main attraction for the tourists visiting Banda Aceh, both for tourists and scientists. Multimedia applications or interactive application is a supporting factor in promoting

the tourist places of interest in Banda Aceh, and is a supporting factor that is believed to be able to attract tourists to come to Banda Aceh.

Tourism can be defined as a journey undertaken many times or circling departs from somewhere to and stop at one or several places and returned to its original place of origin, and does not intend to settle down in a place that became his destination, Banda Aceh is an area which has many interesting tourist places, besides Banda Aceh also has a diverse culture. Based on the results of the background description above on the one hand, the need for an information about tourist places for tourists in Banda Aceh. With Multimedia flash itself is one kind of computer-based interactive learning media. So this form of flash multimedia software that run with intermediate computer devices. Multimedia flash as an information medium that is packaged in the form of a mix of text, symbols, images, and sounds that are used to convey the material. and hopefully can be expected that the user is interested traveled in Banda Aceh.

### **Problem Formulation**

Lack of information media in conveying information Tourism City of Banda Aceh, because so far the Department of Culture and Tourism of Banda Aceh only provides information through brochures and websites just as media advertising and promotion,

While the problems that arise in a process of identifying the problem is the lack of applications that can deliver information that is more informative, interactive and engaging in the presentation of information.

### **Limitation Problem**

The scope of the boundary problem discussed only at the places of tourism that has become an icon of tourism in Banda Aceh and also the extent to which the making of this application will be done. Some of the limitations of the problem, among others:

1. The output of this application exe file-based format (Execute) and swf file format (Small Web Format).
2. The application only displays 12 tourist sites in Banda Aceh.
3. This application only displays a map of the location of a minimalist, photos, videos and a brief explanation of the history of tourism places of Banda Aceh.

### **Research Objectives**

The objective is to design and create interactive applications multimedia nature tourism, to provide information about interesting sights in Banda Aceh and as a medium for preserving and promoting tourist places in Banda Aceh.

### **Benefits Research**

Benefits of manufacture interactive applications Banda Aceh tourism are:

1. For authors in particular, to better understand how the processes in designing interactive applications tourist city of Banda Aceh.
2. Can be used as a means of information and dissemination to the public and tourists about interesting attractions that can be visited in Banda Aceh.
3. Improving the effectiveness in the development of technology
4. Provide a general description of the tourism sites in Banda Aceh
5. Make it easier for tourists to know the tourist places in Banda Aceh.

## **LITERATURE**

### **Tourism**

Said tour closely associated with picnics, tourism and recreation. according to the great dictionary Indonesian, Tourism is traveling together to expand the knowledge, or have fun. Tourism can be defined as well as travel activities or part of these activities are carried out voluntarily and temporarily to enjoy objects and tourist attraction.

Tourism is everything that exists in the tourist destination that provides an incentive for people willing to come to visit the place. One of the elements that determine the development of the tourism industry is tourism. (Zaki, 2013: 10).

### **The concept of Application**

Concept used by the author for this application is an interactive application program is to involve users (user) directly, so that the user can determine what the menu will be selected in the application. Interactive notion here is that the application is able to provide information accurately and appropriately if the user presses a button or make use of existing facilities ditampilan applications.

In this application is made to the maximum design concept, meaning that this information can be captured clearly and correctly by the user information. Model approach and design of multimedia applications is in the form of abstract, because the delivery of the information provided is taken directly from the source and is made such that the information conveyed precise and accurate.

It is based on the deficiencies of the system that has been in terms of interactive media solo show only city maps and descriptions minimalist tourist information. Therefore, the development of eco-tourism in the form of interactive applications Banda Aceh feasible to develop the technology, with the addition of features photos, videos, maps the location of minimalist and also a brief explanation of the history of the tourist places. in which the making of an interactive multimedia application aims to provide information and accelerate the delivery of information about tourism city of Banda Aceh.

## **Human-Computer Interaction**

From the perspective of computer science, focusing IMK (Human-Computer Interaction) is the interaction, especially the interaction between one or more human (as a computer user) with one or more computing machines (computers) (Santoso, 2009: 14).

## **Components of Interactive Multimedia**

Multimedia system is meant here is a technology that combines various sources of media such as text, graphics, sound, animation, video, and so on, delivered and controlled by the interactive computer system (Ariyus, 2009: 2).

Interactive multimedia component consists of text, images, sound, animation, and video. The following definition of each of these components (Munandar, 2014: 13).

### **Adobe Flash CS6**

Adobe Flash Professional CS6 software is a multipurpose that can be utilized for a wide variety of animation. With a variety of advanced features in it, you can draw, create animations, to be used to make the game interesting and qualified.

The advantages of Flash is the presence of a scripting language called Action Script. The awesomeness of Flash Action Script has been proven effective and is able to compete with the popular scripting language though. Adobe Flash is used to create vector images and animated images. Files generated from this software has a file extension .swf.

### **Corel Draw X4**

Applications CorelDRAW is a vector-based graphics application that is easy to use in terms of its objects manipulation techniques. CorelDRAW has been recognized as the applications are very closely related to the activities of advertising, printing, publishing and others, with a very powerful tool to create accurate design, illustration creative with layout view in a professional manner.

To find out quickly about what was done on the development of this application, you can use a dialog box when activating the application first (Mulyanta, 2008: 1).

### **Wondershare Video Editor**

Wondershare video editing software video editor is very popular and has been recognized sophistication. Complete facilities and remarkable ability in processing and compose video software makes it widely used by the editors, designers, and animators because its presence can help and facilitate users to edit video.

### **Banda Aceh Tourism**

Banda Aceh as the capital of the kingdom of Aceh Darussalam and now it is the capital of the province of Aceh has been aged 803 years (2008 AD) is one of the oldest Islamic city in Southeast Asia. along with

the times Banda Aceh became the center of an interesting city to visit for tourists, which has many interesting sights. And there is a natural tourist attractions are very beautiful and interesting place to visit.

## **RESEARCH METHODOLOGY**

### **Scope of Research**

The scope and limitations of implementation consists of:

1. Showing wrought-tourism sites of Banda Aceh.
2. Interactive Applications include tourism minimalist location map, photos, videos and descriptions of the tourism city of Banda Aceh.
3. There is also the introduction of Banda Aceh Tourism.

### **Place and Time Research**

#### **a. Research Points**

Research manufacture interactive applications is housed in the Department of Culture and Tourism of Banda Aceh is located at Jl. Sultan Iskandar Muda 4 Banda Aceh and also the location of the existing tourism in the region of Banda Aceh.

#### **b. Research Schedule**

The schedule of research in the process of making tourism an interactive application is started from January to the month of May 2015.

### **Data Collection Methods**

Methods are ways taken by the author, both in terms of data collection, processing or data analysis, discussion methods and techniques of writing. In this thesis the author uses descriptive method, that is by collecting data that will be processed and eventually come to a conclusion. The methods used in the preparation of this thesis are:

#### **1. Study field (*field research*)**

This technique is done by collecting data directly from the object studied in order to get the data and information required during the process of preparation of this thesis. These techniques include interviews with actors in relevant institutions, to make observations (observation), and collect documentation or written materials obtained from the relevant agencies.

#### **2. Study of literature (*literature study*)**

Data obtained by studying, reading and researching books, journals or articles related to the topic of the problems faced. This step is used as the theoretical foundation and guidelines in analyzing problems.

## System Requirements

To build interactive applications Banda Aceh city's tourism needed hardware (hardware) and software (software) as a tool in making the interactive application. For hardware requirements (hardware) and software (software) used in researching and observing the making of interactive multimedia applications are based are as follows:

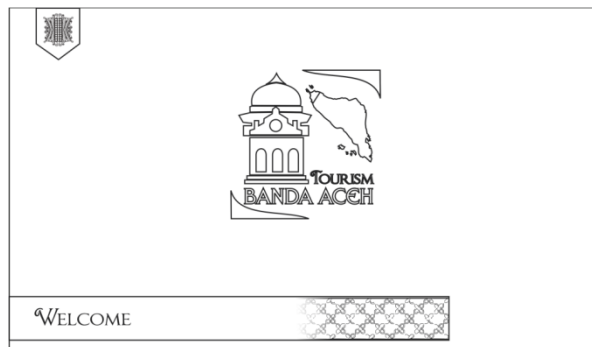
1. Hardware (Hardware)
  - a. Laptop Dell Inspiron Core i5
  - b. 8 GB DDR3 memory
  - c. 180 GB hard drive
  - d. Super 13 MP Camera Lenovo K900
  - e. Printer Canon PIXMA MP150
2. Software (Software)
  - a. Microsoft Windows 7 64-bit
  - b. Adobe Flash CS6
  - c. Corel DRAW X4
  - d. Wondrshare Video Editor

## Design Display Applications

The display interactive application design Banda Aceh-based multimedia tourism can be seen in the pictures below:

- a. View intro

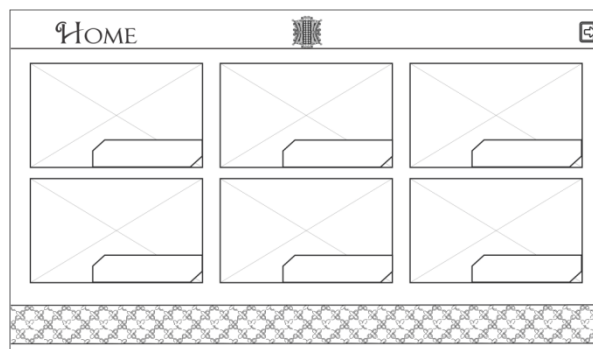
In Picture 3.1 is a view intro which is the initial view of this interactive application.



**Gambar 3.1** Display draft Intro

- b. display menu

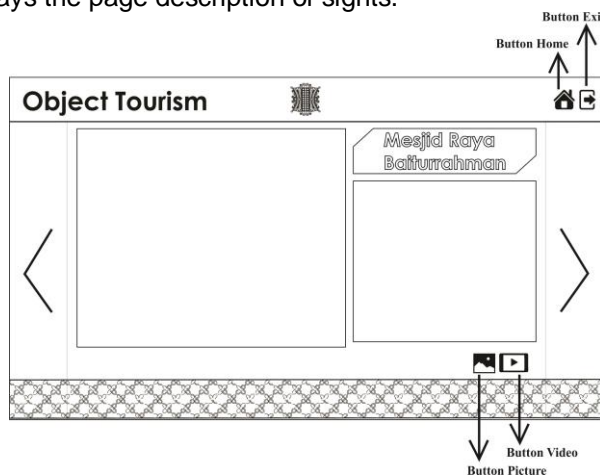
Display menu in Figure 3.2 of the interactive application will show you the features that lead to other pages.



**Gambar 3.2** Draft View Menu

c. Display tourist attraction

In Figure 3.3 describes the view from one of the features of the menu, which displays the page description of sights.



**Gambar 3.3** Display draft Tourism Site

### Application Interactive Storyboard

Making the interactive application Banda Aceh tourism requires a storyboard sketch images sequentially arranged in accordance with the ideas that have been designed. Storyboard is a preliminary draft of an animation program that contains visual and audio explanations of each groove in the scenario that is specified for each frame / slide. In general, storyboard form of tables (row-column), each column in it represents one view on the screen. The goal is to explain the use of storyboards storyline of the animated movement shown.

## RESULTS AND DISCUSSION

### Display Results Interactive Applications

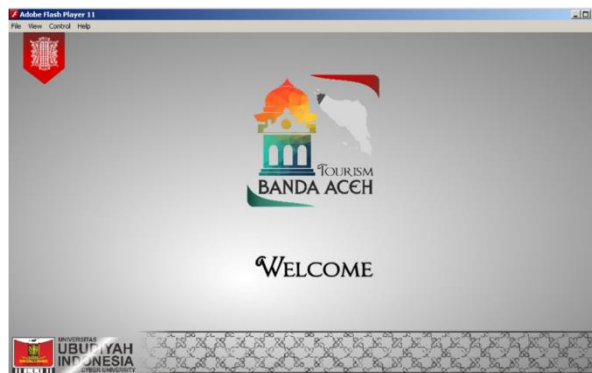
After doing several designs on each slide interactive applications tourism Banda Aceh, the obtained results display by performing the test movie using Adobe Flash CS6 which aims to look at the overall results

have done. The animated display is a display end result of the whole process of making animation that is done so that the animation can be created in a file format, which is an exe file format (Execute) and swf file format (Small Web Format).

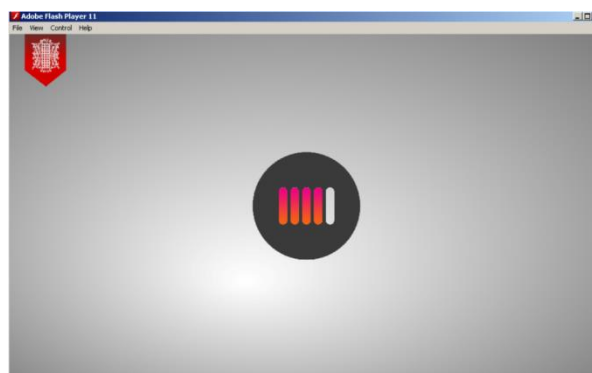
Exe file format can be used to present the animation without the help of other programs, while the swf file format can be used to present the animation provides a number of animations or applets that can present the interaction of image and other functions. The display interactive application designed by the tourism city of Banda Aceh on each slide is as follows :

### Slide Show Intro and Preloder

In the intro slide show shown in Figure 4.1 are animated words "Welcome" and also the logo of Banda Aceh tourism that moves by using an animated movie clip. Then it will be replaced with preloader display in Figure 4.2 that leads to the home menu page slide. Intro slide show is a display animated opening movement of the whole process of the movement animation is displayed.



**Gambar 4.1** Slide Show Intro



**Gambar 4.2** Slide Show preloader

As shown in Figure 4.1 slide show intro is a slide opening before entering the main menu slide home. The process of making tourism



interactive applications using Adobe Flash CS6 and in which there is the use of a frame rate of 12 FPS (frames per second) with a long timeline different frames. Stage size screen interactive applications Banda Aceh city's tourism is 976 x 566 pixels making an animated display looks widened.

The process of making tourism an interactive application in perancanganya done using actionscript 2.0 animation command and then designed to produce motion animation scale, motion animation, animation alpha, with many movie clip and button.

### Slide Show Home

Slide show home is a display interface that contains various menu key information in the form of animated movement shown. show information menu is the menu introduction, tourism object, folder location, gallery, and profile. menu animation in the form of a slide home video, images, sounds, text and animations with movement-based interactive multimedia. In this home slide show information- important information that emerged from the movement of the animation.



**Gambar 4.3** Slide Show Home

In Figure 4.3 is a home slide show display the main menu which contains various information about the interactive application menu Banda Aceh tourism. In the home there is a slide show menu introduction, tourism object, folder location, gallery, profile and exit button. Here is an explanation of these menus.

a. Introduction menu (Circle one)

This menu is a button that serves to call the swf file of the view that contains the profile introduction Banda Aceh Tourism.

b. Tourism Object menu (Circle 2)

a button that serves to call the swf file of Tourism Object display that contains a description of places of tourism in Banda Aceh.

c. Menu Folder Location (Circle 3)

a button that serves to call the swf file from the folder view folder location that contains the city of Banda Aceh and the location of tourist places of Banda Aceh.

d. Menu Gallery (Circle 4)

a button that serves to call the swf file from gallery display containing Banda Aceh tourism video.

e. Menu Profile (Circle 5)

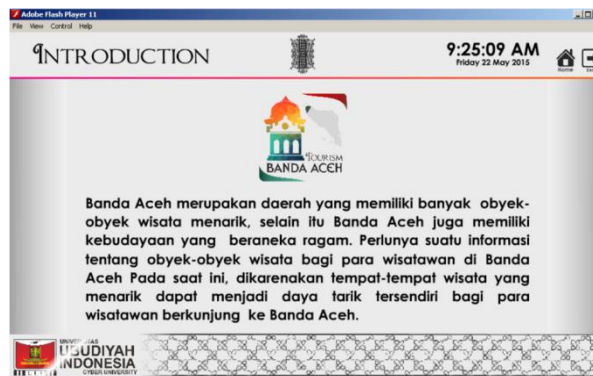
a button that serves to call the swf file that contains the profile of the display profile Ubudiyah University of Indonesia and writer.

f. Animated digital clock (Circle 6)

In this animation menampilkan digital clock to show the time, date and year are accessible following the clock on the computer so that it can provide better timing information.

### Slide Show Introduction

In the slide show introduction contains a description of the profile and interactive applications Banda Aceh tourism, in Figure 4.4 describes about tourist places in the city of Banda Aceh, which is an attraction for tourists.



**Gambar 4.4** Slide Show Introduction

### Slide Show Object Tourism

Tourism Object slide show in Figure 4.5 is a view of tourism description consisting of 12 attractions are Mesjid Raya Baiturrahman, Tsunami Museum, Museum Aceh, Putroe Phang, Gunongan, Peucut Kerkhof, diesel Floating Ship, Boat Lampulo, BNI City Forest Park Sari, Mass grave tsunami, and Blang Padang.



**Gambar 4.5** Slide Show Object Tourism

a. Button Gallery Picture (Circle one)

This button is a button that serves to call the swf file from the picture gallery to see tourist places in Banda Aceh

b. Button Gallery Video (Circle 2)

This button is a button that serves to call the swf file of short video gallery display tourist places of Banda Aceh.

c. Previous and Next buttons (Circle 3)

This button is a button that serves to call the swf file from the picture gallery to see tourist places of Banda Aceh.

**Slide Show Map Location**

Slide Folder Location view is a view that displays a map of the city of Banda Aceh, which facilitate the location pecarian tourist places of Banda Aceh and also existing facilities in the city of Banda Aceh. as shown in Figure 4.6.

a slide show that can be seen in Figure 4.6, there are virtual animation camera that serves to zoom in, zoom out, and drag. on the menu this application there is a point where the tourism point where if clicked will issue a description of the address location following tourism place.



**Gambar 4.6** Slide Show Map Location

a. Button Objects and Movie clip Map Info (Circle one)

Button and Movie clip is produced from the point of view point of tourism places. With the addition of alpha animation on the photo of the tourist attractions.

b. Button Map Legend (Circle 2)

This button will display the folder contents of the folder legend of interactive applications Banda Aceh city's tourism.

c. Button Zoom in, Zoom out and Drag (Circle 3)

On this button is a button that is functioning to increase or decrease the size of the folder so and facilitate pecarian location where additional button and drag to perform a shift map.

**Slide Show Gallery Picture and**

**Gallery Video**

Slide show Gallery Picture and Gallery Video in Figure 4.7 and Figure 4.8 is a view that displays pictures and videos of short duration of tourist places of Banda Aceh.



**Gambar 4.7 Slide Show Gallery Picture**



**Gambar 4.8 Slide Show Gallery Video**

In the slide show video gallery is an overview of all the tourist places of Banda Aceh as a visualization that can be viewed directly through the video. Here is an explanation of these menus.

a. Button Video (Circle one)

This button will display the video from each place of tourism, to run the video there is a media player that has a button to run the play, pause and volume settings of the video.

b. Button Back (Circle 2)

The back button is used to return to the slide show tourism object, with additional aims to make it easier to see the history as well as photos from a tourist who wants to explore.

### Slide Show Profile

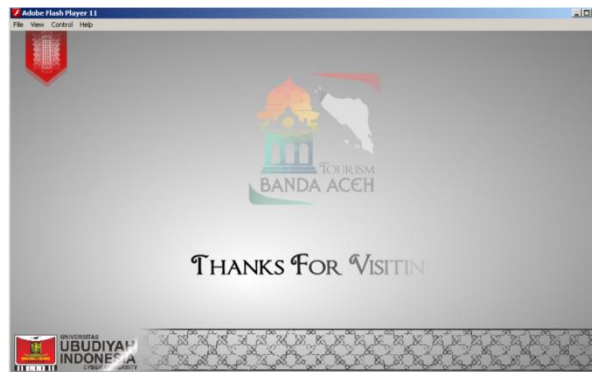
Profile slide show shown in Figure 4.9 is a display that displays the profile of the University Ubudiyah and also the profile of the author. shaped profile picture converted into a movie clip symbol and add animation effects of alpha. on the top right of the home button and also there is a button that serves to exit to the home menu and also ending exit.



**Gambar 4.9** Slide Show Profile

### Slide Show Ending

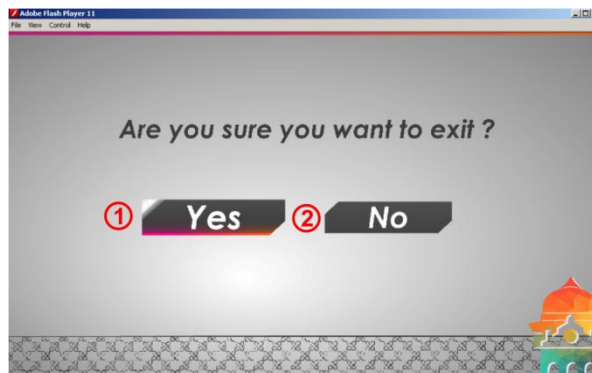
Slide show ending in Figure 4.10 is similar to the view of the slide opening intro of interactive applications, What distinguishes this display is the display text of his "Thank For Visiting". With the addition of Banda Aceh tourism animation moves by using an animated movie clip. Then given actionscript automatically quit to exit from this interactive application.



**Gambar 4.10** Slide Show Ending

### **Slide Show Exit**

Yes button option would lead to a slide ending no later option button will perform unload or return to the original page that is currently open.



**Gambar 4.11** Slide Show Exit

### **Format File Aplikasi Interaktif**

In the process of making tourism an interactive application of Banda Aceh, there is a file format used to publish animations that have been made, namely the exe file format. Publish animation means to convert the animation that has been created into a single file that is ready to be displayed or presented. Publish command contained in Adobe Flash CS6 will publish the animation into an exe file format.

### **CONCLUSION**

Based on the results and discussion on creating interactive applications Banda Aceh tourism, it can take several conclusions:

1. It has been designed an application of interactive applications multimedia new tourism that is created using Adobe Flash CS6.

2. Application of Banda Aceh tourism is expected to help the community and foreign tourists in the information about the tourist places in the city of Banda Aceh.
3. Design and manufacture interactive application is designed to facilitate public and foreign tourists to know the various tourist attractions of Banda Aceh.

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