



**WEB-BASED APPLICATION FOR INDONESIAN
TRADITIONAL SOUVENIR WITH GEOLOCATION**

UNDERGRADUATE THESIS

**Submitted as one of the requirements to obtain
Sarjana Komputer (S.Kom.)**

By

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**FACULTY OF COMPUTING
INFORMATICS STUDY PROGRAM**

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JUNE, 2023

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1 CHAPTER I INTRODUCTION 1.1 Background The power of the internet and web-based apps has altered many parts of our life in today's fast changing digital environment, including how people interact, communicate, and conduct business.

This global cultural heritage preservation and promotion opportunity has been made possible by the digital transition, which has expanded not only the boundaries of business.

The culturally rich and varied nation of Indonesia is home to a wide variety of traditional arts and crafts.

Indonesian Traditional Souvenir showcase the nation's distinct culture, native communities, and

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ABSTRACT

Indonesia is an archipelago country located in Southeast Asia, and is known globally for its natural beauty and diverse culture. With thousands of islands and hundreds of different ethnic groups, Indonesia provides many unique experiences for both locals and tourists. One of these cultural treasures is the variety of souvenirs found in each region, which reflect their respective characteristics. Souvenirs have a very important role as a face or characteristic and heritage of a particular area, which functions as a real marker that encapsulates the essential historical value of a place, including its traditions and heritage. In Indonesia, each region has its own souvenirs, embodying local customs, craftsmanship and available natural resources.

This final project aims to develop a web-based application that promotes traditional Indonesian souvenirs by incorporating geolocation features to provide real-time positioning and information about nearby souvenir store. This application is hoped to be able to bridge the gap between artisans and potential buyers, making it easier for buyers to locate nearby souvenir shops dan contributing to the preservation and celebration of Indonesia's cultural heritage. The application will be created using PHP and JavaScript as main programming languages, using MySQL as database and pathfinding algorithm to determine the shortest route to the store that has been registered to the program. By utilizing the pathfinding algorithm, it is expected that the application can give the user the most optimal path to come directly to the store. The application is expected to user can buy product through app and also app can show user nearby stores and provide the route to the store.

DEDICATION

I would like to dedicate this final project to my family who always support and pray for me and my friends who motivate me so that I can finish this final project well.

ACKNOWLEDGEMENT

First and foremost, I would like to express my gratitude to God Almighty and I am truly grateful for His continuous presence in everything I do and for giving me the strength to persevere, especially during the completion of this final project. Without His guidance and blessings, I would not have been able to successfully complete this final project. I also would like to express my deepest gratitude and appreciation to all those who have supported and guided me throughout the completion of this final project:

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