ABSTRACT

APPLICATION KNOWN OF CULTURE INDONESIA MOBILE-BASED

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Cultural diversity or "cultural diversity" is a necessity in the land of Indonesia. Indonesia's cultural diversity is something that can not be denied its existence. In the context of an understanding of pluralistic societies, ethnic groups in addition to culture, the people of Indonesia are also composed of different cultures are territorial area which is a meeting of different cultures ethnic groups in the area. Along with the development of civilization and progress of thought that the faster flow of information that resulted in acculturation among the nation's culture is more frequent and readily accepted. It sometimes makes us often forget that there are cultures in the region itself as a regional identity.

Research methods that researchers use here is Descriptive Method and Method of Action. System development method that is used for designing applications, the authors use the method of Prototype, this method is one method that is widely used in software development and system design lunak.Pemodelan modeled using UML (Unified Modeling Language). Stages of modeling in the analysis include usecase diagram, Class Diagram, Activity Diagram, Sequence Diagram, Collaboration Diagram, Component Diagram and Deployment Diagram.

Results to be achieved is an application-based mobile Knowing Culture Indonesia are expected to increase our love of culture and preserve culture of Indonesia

Keywords : *Culture, Mobile, Android, Indonesia*