ABSTRACT

GEOGRAPHIC INFORMATION SYSTEMS INDRAMAYU COUNTY IN THE FIELD of YOUTH, SPORTS, CULTURE AND TOURISM of WEB-BASED USING SVG VIEWER

by

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Indramayu *has many attractive tourist sites, a sports buildings and art that has been retained. But the lack of media campaign conducted during this make tourism sites, cultural events, and other information about youth activities, sports, tourism, arts and culture in the district of* Indramayu *less known by the public. Not only associated media campaigns, as well as information on tracking the public transport to get around the* Indramayu *district, not available for tourists. In addition, the absence of specific questions you have, then in adding a new gymnasium building needs to go directly to the field to determine its strategic location. Based on it, then constructed a Geographic Information System in* Indramayu *Regency Youth, Sports, Culture and Tourism of using SVG web-based Viewer to overcome the obstacles encountered* Dinas Pemuda, Olahraga, Kebudayaan dan Pariwisata Indramayu *district*.

Software development methods used in designing and building this software is to use a structured approach. This application has a search function by using the shortest path Dijkstra algorithm to achieve the desired location. Modeling systems in this application include Context Diagrams and Data Flow Diagrams (DFD) and in database design using Entity Relationship Diagram (ERD) and data dictionary.

The results of this application development is already able to help Dinas Pemuda, Olahraga, Kebudayaan dan Pariwisata Indramayu *district in promoting the region* Indramayu *district to the wider community, showing the location of the building as well as provide information on the shortest routes and public transport to reach locations in the* Indramayu *district*.

Keyword : Promotion , Geographic Information Systems, SVG *Viewer, Algorithm* Dijkstra.