# ANDROID APPLICATION FOR CULTURE GUIDE IN SOUTH KOREA

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## ABSTRCT

Every country in the world has a different culture as an identity. The difference is a unique thing to be learn and understood. Each country has its norms and ethics are included into the culture. Most people who want to go abroad would have to find out and know in advance what and how culture from destination countries.

When doing research, the descriptive method chosen as a support to gather information about the symptoms that existed before and the time of the research. To build Android Application For Culture Guide In South Korea, using the Java programming language with the Integrated Development Environment (IDE) Android Studio. As for the methodology of the research, selected the waterfall methodology.

With the build of Android Application For Culture Guide In South Korea applications based on Android hopes to be assist and facilitate Indonesian citizens who want to live in South Korea both for a short time or a long time who want learn South Korean culture by quickly, accurately, efficiently and easily.

**Keywords :** Culture, South Korea, Android, Mobile Application

## 1. INTODUCTION

The use of smartphones among today's society is very broad. In various human life's asfek, the use of smartphones has Become a necessity as it supports the communication between communities. Smartphone as one of the development of information communication technology can also help users to find information Easily and detail. With the development of information communication technology, people can berkomunikasi and share information in many cases with no restricted areas or scope of the information itself. One of them is information about South Korean culture.

Every country in the world has a different culture as an identity characteristic. The cultural difference is suatau unique thing to be studied and understood. Each country has its norms and ethics are included into the culture. Most people who want to go abroad would have to find out and know in advance what and how destination countries culture.

Today many teenagers and adults who like to watch the drama from South Korea. Moreover, many Indonesian people who make South Korea as a country both to be labor, do business, study or just a vacation. Of course it requires to stay and mingle with the surrounding community. Similarly, South Korean culture is one of the foreign culture are much in demand, especially by teenagers and adults to be known and studied. To get to know and learn about South Korean culture itself not only be Obtained and performed in school or books. With advances in technology and the introduction of the current information and learning can be done through roomates Smartphone can be used as a medium of learning is simple, easy and effective.

Application Guide Culture South Korea is still rare, most applications are found predominantly by learning the Korean language and information regarding tours in South Korea. Therefore the author intend to build an application guide to culture South Korea with the research object of citizens who reside around Youngsan University Junam-ro Yangsan, Gyeongsangnam South Korea for Reviews those who want to know and learn the culture of South Korea or for people who want to go to South Korea in preparation for living in South Korea, especially in the Yangsan City. Through the application, users do not need to find and carry books about South Korean culture, or browsing the Internet. With a smartphone that is easy to carry anywhere the user can get to know and learn about South Korean culture more Effectively.

Based on the above, the author are interested in doing research with the title "**ANDROID APPLICATION FOR CULTURE GUIDE IN SOUTH KOREA**".

Based on that description, the purpose of this research is to build a "**ANDROID APPLICATION FOR CULTURE GUIDE IN SOUTH KOREA**". Where the presence of this application development, is expected to help to Facilitate the users who want to learning or to know South Korea culture with more practical and effective. With the aim of this study are as follows:

a. To build an application that is easy to use to help Indonesian people who live in Yangsan

City, South Korea well in a short time or a long time in order to know and understand the culture of South Korea quickly and well.

b. To designing Android Application For Culture Guide In South Korea on android based smartphone.
c. Easing the Indonesian people either Labor or Indonesian Students who live in the Yangsan City, South Korea to understand and learn the South Korea culture
d. To build Android Application For Culture Guide In South Korea as an additional media in providing information.

## 2. CONTENTS OF RESEARCH

### 2.1 Research Methods

The research methodology is a process steps used to solve a problem that is logical, require the Data in order to support the implementation of a research. The research methodology used in this research to development of South Korean Culture Application Guide is using descriptive research method. Descriptive research is research aimed to describe the phenomena that exist and take place in the present or the past. By using the descriptive research method where the data will be use in this research is data relating to the introduction and knowledge about South Korea culture .

### 2.2 Data Collection Methods

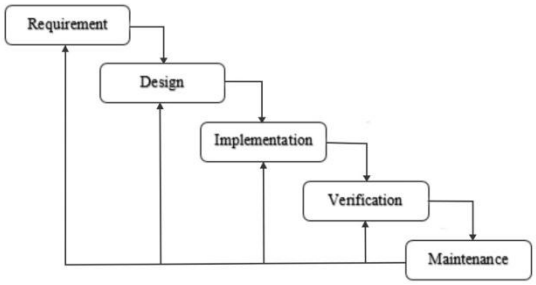
To support the research the data collection method used is the observation and study of literature.

a. Interview
   Interview is one way of collecting data by question and answer session directly to the informant to get information or data related to the research. This interview do to the one of villagers (South Korea) who reside around Youngsan University, Junam-ro Yangsan, Gyeongsangnam South Korea.
b. Study of Literature
   Study of literature is the data collection techniques by studying literature sources, including research, indexes, reviews, journals, papers, reference books and reading that have anything to do with the title of the research.

### 2.3 Software Development Methods

In the development of a software, need a method that can manage every stage of the work to do. The method used in the build of this aplication is the software paradigm "Waterfall".

Here is the steps and explanations of software development using the waterfall software paradigm:




**Gambar 1.** Alur metode *Waterfall*

a. Requirement
   In this step is an analysis of the system needed. Data collecting in this stage can help a research, such as the observations that have been described at the outset to collect and dig up as much information from users to help author in the making of the system.
b. Desain
   In this stage will be designed both for software design or hardware system, referring to the results of the data translation analysis . Where design built is both exciting and easy for users to operate.
c. Implementation
   In this stage, all data and design information to be translated into the programming language and integrated so that will form the application.
d. Verification
   When the application is complete, in this stage the application will be tested whether it is appropriate and feasible to be use or not.
e. Maintenence
   Applications that have been made will be applied and implemented by the people who want to learn or know the culture and tourism of South Korea, which would later will be have problems in the application so that at this stage do maintenance regularly. Maintenance that can be such as form of correcting errors in the early stages of development application was not found. In this stage not only be treated, but can be shaped fix the errors contained in the application also demands in technology changes.

### 2.4 System Design Stages

In designing this application have a systematic stages so that application development stay focused. These stages are:

a. Formulation of the problem
   In this stage, formulation of the problem in question is to identify problems and then check the problems that occurred in Indonesian people who reside in the City Yangsan, South Korea..
b. Purpose and Objectives Formulation
   In this stage formulated intents and purposes to be used as a reference for the research undertaken.

c. Data Collection
Data collection is certainly related to the study so that the results obtained from the collection of data supporting the construction of the system. The data collection is done directly by means of:

- Interview

This interview do to the one of villagers (South Korea) who reside around Youngsan University, Junam-ro Yangsan, Gyeongsangnam South Korea.

- Study of Literature

Study of literature is the data collection techniques by studying literature sources, including research, indexes, reviews, journals, papers, reference books and reading that have anything to do with the title of the research.penelitian.

d. Collection Theory
Collecting theory be related to the the problem discussed in the research then referenced in doing research.

e. Analysis System
In this stage, an analysis of the system to be built. This analysis includes the analysis of problems, the analysis of non-functional requirements and functional needs analysis

- Problem Analysis

A description of an assumption problems resulting from research

- Non-Functional Requirements Analysis

This includes an analysis of mobile users, analysis hardware and software requirement analysis. Non-functional requirements analysis is needed in defining the specification that includes the necessary devices in the system development

- Functional Requirements Analysis

Analysis systems made by using tools StarUML.

f. Design Application

g. Application Implementation
Implementation of the application that has been designed is divided into several stages, are as follows:

- Software Implementation;
- Hardware Implementation;
- Data Base Implementation;
- Interface Implementation.

h. Application Testing
Application testing is do to determine the success of applications that have been built and find out if there is a mistake or error in the application.

i. Conclusions and Suggestion
In this stage be concluded from the results of research and development applications or also suggestions are expected to be input which is useful for the development of future applications

## 2.5 Literature Review

a. Culture
Culture or customs is one of the characteristics of identity, way of life that developed and owned by a group of people and passed down from generation to generation.
Culture is an integral part of the human self and then tend to be regarded as a genetically inherited. When someone tried to berkomuniaksi with people of different cultures, and adjust differences, proving that culture is learned.

b. South Korea Brief Profile
Republic of South Korea (Korean: Daehan Minguk, English: Republic of Korea / ROK) is commonly known as South Korea, is a country in East Asia which includes the southern portion of the Korean Peninsula. In the north, the Republic of Korea borders North Korea, which both unite as a country until 1948, the Yellow Sea to the west, Japan is across the Sea of Japan (called the "East Sea" by the people of Korea) and the Korea Strait is in part southeast. The country is known by the name Hanguk by residents of South Korea and called Namchoson, ( "South Choson") in North Korea. South Korean capital is Seoul.
Archaeological discoveries show that the Korean Peninsula has been since the early paleotik. Korean history begins from Gonjoseon establishment in 2333 BC by Dan-Gun. After the unification of the three kingdoms of Korea under Silla in 688 AD, Korea became one under the Goryeo and Joseon dynasties until the end of the imperial Han Kingdom in 1910 because it was annexed by Japan. After liberalization and occupation by the Soviet Union and the United States at the end of World War II, the Korean territory eventually divided into North Korea and South Korea.

c. Android
Android is a Linux-based operating system for mobile phones such as smart phones and tablet computers. Android provides an open platform for developers to create their own applications for use by a variety of mobile devices.

d. Mobile Application
Mobile application is the process of application development for handheld devices such as PDAs, enterprise digital assistants or mobile phones. This application already exists on the phone during manufacture, or downloaded by customers from app stores and on the distribution of mobile software platform to another.

## 2.6 Analysis and Design System

Analysis and design system is a stage that systematically outlines the objectives and needs that exist in the system. The first stage is the stage of the analysis system then analyzes the problems associated with the construction of the system. Then determines the non-functional requirements and

functional needs by analyzing the functional and non-functional analsisis.

a. Problem Analysis

Analysis of the problem is the first step in the analysis stage system that intends to solve the problems found during the research. Analysis of problems in the form of an assumption of problems that will be described from the results of a study. The problem itself can be interpreted as something that need the solution or way out as problem solving. With the emergence of problems encountered during the research, and therefore the steps that must be done is to identify Reviews These problems.

For the people either students, businessmen, labour and travelers from Indonesia who want to stay in the Yangsan city South Korea well in a short time or a long time the existence of a facility that gives good information about South Korea culture or about the sights in South Korea, especially in the Yangsan city is needed to help their survival in terms of socialization and comfortable. But the lack of information providers friendly and simple use can not be easily to found. Therefore, knowledge of the public either students, businessmen, labour and travelers from Indonesia in South Korea culture and wealth of South Korea travel much less, therefore it needs alternative media as an information provider in the form of android applications. So it can be use as a means of information easy, friendly and effective to use. Based on this it can be taken the problem as follows:

- There's no an application-friendly and simple use as a means of culture and information providers or South Korea tourism for the people of Indonesia both Labor and Indonesian students who want to live in Yangsan city South Korea.

b. Ongoing Analysis Sistem

Based on research that has been done, the system is ongoing at the moment is the Indonesian student or labor who live in the Yangsan city, South Korea to get information about South Korean culture by browsing on the internet.

### 2.7 Implementation and Testing

a. Implementation

Implementation is the process of implementing the design program that has been made or the implementation of applications in information systems are built in accordance with the objectives expected from the development of the application program. Implementation of activities conducted on the basis of the which has been planned in the design stage. At this stage consists of the implementation of the software, hardware implementation,database implementation and implementation of the interface.

- Software Implementation

Software implementation comprising software specifications required for the development of this application. Here are the specifications of the software needed to build these applications:

**Table 1.** Software requirement table

| No. | Kind | Specification |
|---|---|---|
| 1 | Computer operating system | Microsoft Windows 7 Home Premium 64-bit |
| 2 | Programming language | Java |
| 3 | Java Runtime Environment (JRE) | Version 8 |
| 4 | Java Development Kit (JDK) | Version 8 |
| 5 | *Database* | *Firebase* |
| 6 | Integrated Development Environment (IDE) | Android Studio version 1.0 |
| 7 | Android operating system | Version 4.0.3 Ice Cream Sandwich |
| 8 | Android Development Tools (ADT) | Version 23.0.6 |
| 9 | Software Development Kit (SDK) | API 19 Kitkat |
| 10 | UML Tool | StarUML |

- Hardware Implementation

Hardware requirement is a description of the non-functional requirement. Here is the hardware used in the application development process using a computer with the following specifications:

**Table 2.** Hardware requierement table

| No. | Kind | Specification |
|---|---|---|
| 1 | Processor | Intel Core i3 2,10 GHz |
| 2 | RAM | 2 GB |
| 3 | VGA | Nvidia 2GB |
| 4 | Hardisk | 320 GB |
| 5 | Monitor | 16 inci |
| 6 | Keyboard | Standard |
| 7 | Mouse | Standard |

- Interface Implementation

Implementation of the interface displays the custom interface on Android Application For Culture Guide In South Korea. A software interface is very important, because a good

program is a program that can create a good media between the reader and system anyway.

**Tabel 3.** List interface implementation table

| Menu | Description | File Name |
|---|---|---|
| Main Menu | Displays menu for the first time when application is run | Menu |
| Search Menu | Menu that displays search form | Cari |
| About Menu | Menu which displays brief information about the application and biography about application developer | Tentang |

b. Testing

Testing is a part of the software development systems which aims to determine whether the system has been built in accordance with the purpose of system design or to find flaws and errors in the software being tested.

In conducting the tests performed on the system in this research, in this research selected that is black box testing method that focuses on the functional requirements of the system built.

**Table 4.** Application testing plan table

| Android Application For Culture Guide In South Korea Testing | | | |
|---|---|---|---|
| **No.** | **Tested Component** | **Scenario Test** | **Type of Test** |
| 1 | Splash Screen Animation | Application running | Black Box |
| 2 | Min Menu Page | Select list menu | Black Box |
| 3 | Search Page | Select search button | Black Box |
| 5 | About Page | Select about button | Black Box |

a. Conclusion of Testing Results

Based on the test results that have been built to Application For Culture Guide In South Korea is it can be concluded that the application has been built already running as expected and already meet the needs of

# 3. CLOSE

## 3.1 Conclusion

Based on the research results, it can be concluded as follows:

a. Making Android Application For Culture Guide In South Korea as an additional media access to information about South Korean culture for Indonesian people who live in the Yangsan city, South Korea.
b. Android Application For Culture Guide In South Korea built to help the people of Indonesia who live in the Yangsan city, South Korea to know and learn about South Korea culture in an effective, easy and simple.

## 3.2 Suggestion

Certainly in this application are still many shortcomings, with it if this research will be continued in the future then there are some things suggested to be improved, are as follows:Menambahkan fitur location pengguna.

a. Build a more attractive interface.
b. Add content of other South Korean cultural information which if not contained in this application.

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