

ABSTRACT

FOOTBALL MATCH SCHEDULING SYSTEM USING A PRIORITY SCHEDULING METHOD BASED ON ANDROID

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Gunung batin udik is an area located in Lampung Center District. One of the sports favored by the people of Gunung Batin Udik is soccer. Soccer, which has become a routine activity, often holds inter-village matches. The management of inter-village matches has been done by making a hand-written scheduling manually. This requires a long time. This research has made android-based scheduling which aims to replace the old scheduling pattern with a more modern and efficient solution. This research was conducted using the prototype method with a priority scheduling algorithm. The development stages consist of Communication, Rapid Planning, Rapid Design Modeling, Formation of Prototypes, Submission of the Prototype, Delivery of Software Systems to Customers or Users, Delivery and Feedback. The result of this research was an Android-based soccer match scheduling software that can help organize a more modern, effective, and efficient schedule in local football.

Keywords: Match scheduling system, Priority scheduling algorithm

