

CHAPTER I

INTRODUCTION

1.1 Background

Affandi museum is all part of Affandi's life as a painting maestro. In the region of Gajah Wong river's edge, Affandi live, work, transforming knowledge and dwells in his eternal home. Affandi Museum's mission is to communicate and inform the collection of paintings by Affandi as evidence of the history of art and culture-rich Indonesia. Advertising in the form of videos, banners, or other promotional media, one example of the process of presenting a lot of information carried by a tourist.

With the promotion would be no advantage gained by a tourist, but in the process of sale must be precise and the information presented should be easy to understand for visitors to come. Convince potential tourists is quite a difficult process in a promotion for it in the process is a must travel media savvy campaign that practical, easy to understand and clear in the presentation of the information.

Affandi Museum is currently using the media depiction of an object from one or two visual standpoint. It can be seen from the media used, namely brochures, pamphlets. This media gives little information about the geometrical structure which is in the Affandi Museum that is in the form of two-dimensional (picture looks forward) and plan museum

thus becoming less effective overall depiction of Museums.

VR or Virtual Reality, in Indonesian called Virtual Reality is a technology that makes the user or the user can interact with the environment that exists in the virtual world simulated by computers, so we feel are in the neighborhood. Feel the thrill of being up and running somewhere, be it as tourist attractions, cafes, schools, hotels, parks, or other in different ways, we seem to be up and running in place.

Virtual Tour is a medium that can be a sale somewhere by promoting excellence and indoor locations. One technique commonly used photography to promote virtual tour photography is virtual reality (VR) 360 °. This photo technique commonly used for sale via the internet site or by displaying the object image as a whole, or 360 degrees.

With a 360 ° image (the photosphere), anyone can feel the atmosphere, a picture and a walk in your travel location virtually. The best experience will be obtained when viewed using tools such as Google Cardboard virtual reality. This is what distinguishes your business with other business your rivals. According to a survey done, add a virtual tour on your travel can increase the interest of potential tourists against you travel up to two times.

Seeing that it is necessary to form a virtual tour media 360 to provide a medium for the manufacture of the museum as well as make it easy for potential tourists to be able to see the form of simulated real museum.

With the design of promotional media Affandi Museum uses interactive virtual tour 360 with the web, can be an effective medium in the sight of the contents of a museum and diharpkan can be a solution of the existing problems.

1.2 Formulation of Problems

Based on the background mentioned above, the problems can be formulated are:

1. How to create a media campaign using a virtual 360 and that package in a web?

1.3 Scope of Problem

Some boundary problem used in this study are as follows

Scope of Research:

1. The study was conducted in Affandi Museum, Jl. Laksda Adisucipto 167 Yogyakarta 55281 Indonesia.
2. Not discuss data security.

1.4 Purpose and Objective

The intent and purpose of this study are as follows:

1. Promoting travel locality as an attractive tourist destination and benefit tourists.
2. Improve and strengthen the international standardization of travel towards.

3. Make Affandi Museum as a center of research and knowledge of Affandi's collection as one of the requirements for obtaining a Bachelor degree in Computer University Yogyakarta Amikom for writers.

1.5 Benefits of Research

The benefits of travel research can be categorized into the following intentions:

1. Creating a user or the user can interact with the environment that exists in the virtual world simulated by computer.
2. Provide area information such facilities virtual tour web-assisted image so that more easily access the museum area and a real memorable.

1.6 Research methods

The method used is as follows:

PART I INTRODUCTION

In this chapter describes the background, problem formulation, problem definition, purpose and objective of the study, research methods and systematic writing.

PART II THEORETICAL BASIS

In Chapter II describes the foundation of the theories used in the conduct of research, such as information systems, web programming language that is used and the technology used.

PART III ANALYSIS AND DESIGN

Part III explains the overview of the research object, and also discusses the system analysis using SWOT analysis.

PART IV IMPLEMENTATION AND DISCUSSION

In Chapter IV will be explained about the process of implementing a system consisting of a data processing system, Flowchart, DFD, normalization, database design and testing on the system to be created.

PART V DISCUSSION

In Chapter V will be described on the conclusions, criticisms and suggestions and also the execution of all research activities conducted.

1.6.1 Method of collecting data

1.6.1.1 Methods of Observation

Observation is a way of collecting data by direct observation and recording systematically the object to be studied. The observations were made by the researchers by means of observation and recording of the implementation of the photograph in the museum.

1.6.1.2 Methods Interviews

Interviewing is a technique of data collection for research purposes by a question and answer with the respondent.

1.6.2 Analysis method

For analytical methods used in this research is the analysis pieces, to determine the performance, information, economic, control, efficiency and service in the implementation study.

1.6.3 Design method

1.6.3.1 Use Case Diagram

Use case describes an interaction between one or more actors with the system being designed. Use case diagram is used to determine the function of what is inside a system and who is entitled to use these functions.

1.6.3.2 Class Diagram

Class diagrams are static model that describes the structure and description of the relationship between class and class. Class consists of class names, attributes and operations / method.

1.6.3.3 Sequence Diagram

Sequence diagrams illustrate object interactions on a use case with a life time mendeskripsikan objects and messages sent and received between objects. therefore to describe it must be known sequences diagram objects involved in a use case along with methods of sequence also need to look at the existing scenario on the use case.

1.7 Writing System

CHAPTER I INTRODUCTION

Chapter I discusses the background of the problem, problem formulation, problem definition, objectives and benefits of the research, research methods, and systematic research.

CHAPTER II BASIS THEORY

Section II discusses the theoretical basis of which is the theory used in virtual reality, PHP and explain the meaning of the definition of the programming

language PHP, MYSQL definition, and some of the theory behind the design of the web to be built.

CHAPTER III ANALYSIS AND DESIGN

Chapter III describes the analysis of the feasibility of web sites 360 are made, and describes the design and analysis of pre-production and production.

CHAPTER IV IMPLEMENTATION AND DISCUSSION

Chapter IV will discuss the process of making the web 360 and web 360 results.

CHAPTER V CLOSING

Chapter V is the final part of the writing of the thesis contains conclusions and suggestions from the entire contents of the report.