Introduce of the Kidal Temple trought the quiz mobile application

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Nowadays, many young people are starting to forget about Indonesian culture, one of witch is the Kidal Temple in Malang, East Java, so many meanings behind the reliefs formed in the temple, therefore with the existence of Kidal Quiz, it is expected to be able to increase the user's insight and introduce the Kidal Temple. (Keywords : Kidal Temple, culture, Malang, Indonesia, Reliefs)

I. INTRODUCTION

Kidal Quiz is a mobile application based on android, witch focuses on using the java programming language and by using the android studio as compiler.

Kidal Quiz contains questions and answers that can be media for learning and user recognition of relief in the Kidal Temple. Lets preserve culture with technology.

II. EASE OF USE

Observation is the activity of a process or object with the intention of feeling and then understanding the knowledge of a phenomenon based on knowledge and ideas that have been known beforehand to get the information needed Observation has a concept that can be defined as a process of observation and systematic recording of symptoms on the object being observed

In the first step of observation, determine the ideas that will be used for making the program in the left-handed temple

In the second step, the observation sets clear goals in the making of a mature idea program so that it will be useful in the implementation.

In the third step the observations compile the design for the existing idea program and explore the material elements found in the left-handed temple.

In the final step of our observation we organize all the ideas that have been collected and make a basic idea that is mature and redesigned from the results of a review on the application program.

III. PREPARE YOUR PAPER BEFORE STYLING

3.1 Theory

Moblie applications or often also abbreviated with the term Mobile Apps are applications of a software in which the operation can run on mobile devices such as (Smartphones, Tablets, etc.). Systems that support software are usually managed by the owner of the mobile system.

3.2 Discription Program

The program that we formed uses the concept from Android Studio (US). In the "KIDAL QUIZ TEMPLE" program, there are several menus, including the login menu, the desired input level menu, then a display to display questions with the selected level and also display a score menu display for users. Display that can be displayed is in the form of a list or table containing options for the user to choose the difficulty level, displaying multiple choices contained in the existing problem.

IV. RESULT.

Output Kidal Quiz

In the first layout player will be presented with a login menu, where the user is asked to enter the nickname game play. The nickname is free, the player can use whatever name he or she wants to use. After that the user will start the Kidal Quiz.
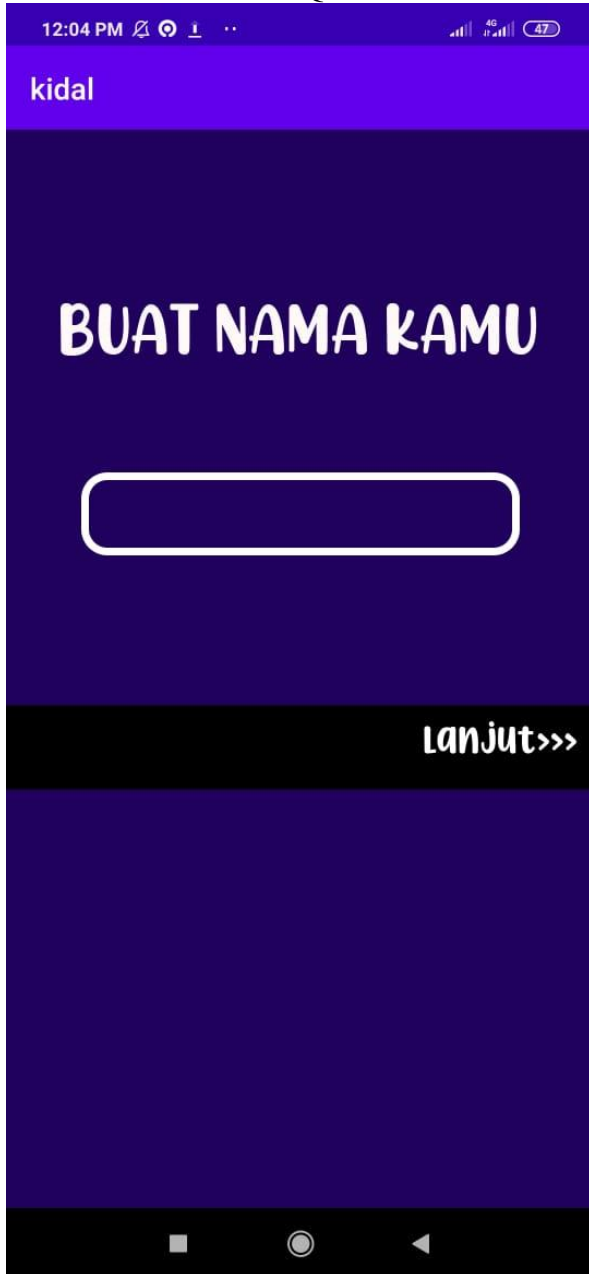
In the second layout, after the player enters the nickname game at the beginning, player is asked to wait for the game to load for a few moments. On the loading screen there is also a replica of the shape of the Kidal temple.
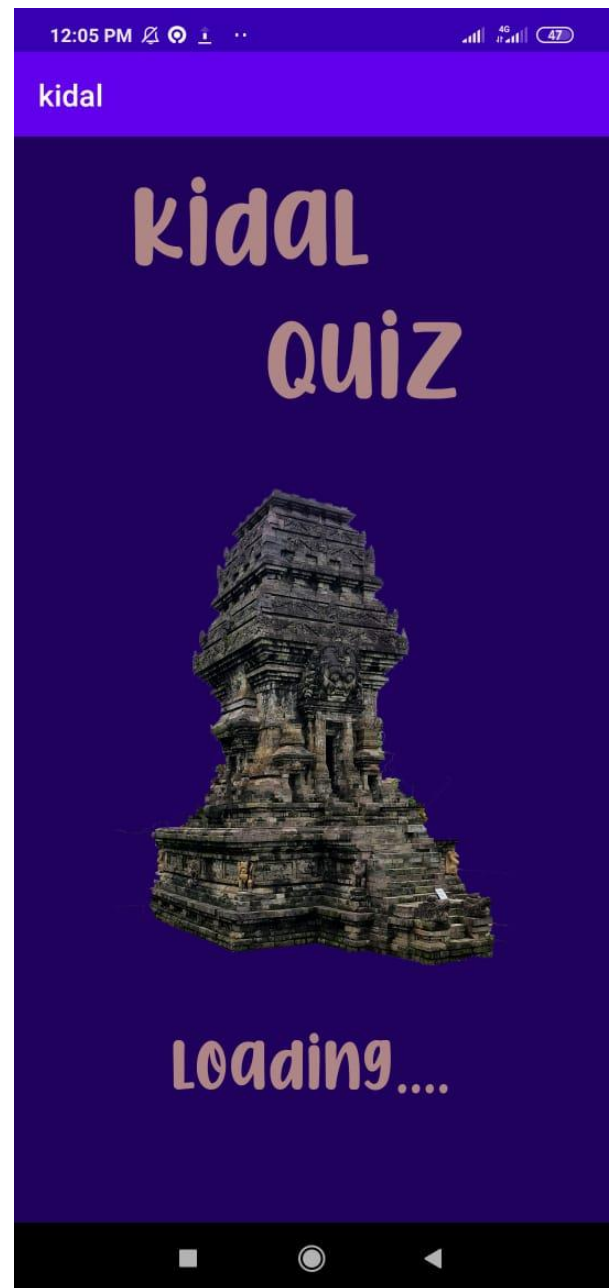
On third layout, Players will choose the difficulty level, for example the user chooses between "easy", "medium" or "hard" then the program will display the questions based on the difficulty level the player choose.
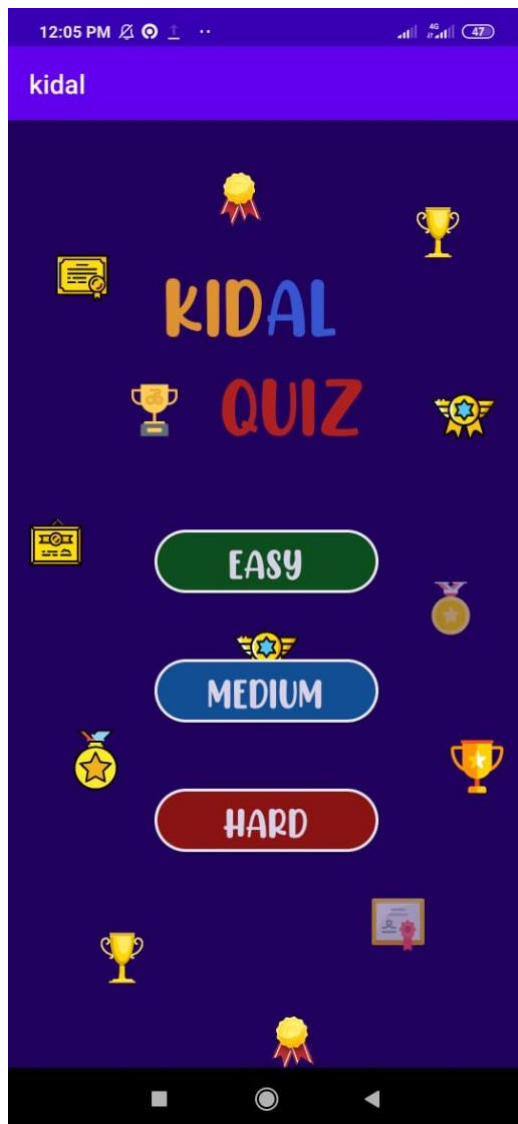
If the player has chosen the desired level, the program will display a question that match the chosen level and each question has a time limit to answering it.

If the player answers are correct then the program will display this, and if the player answers are incorrectly it will come out like layout below.
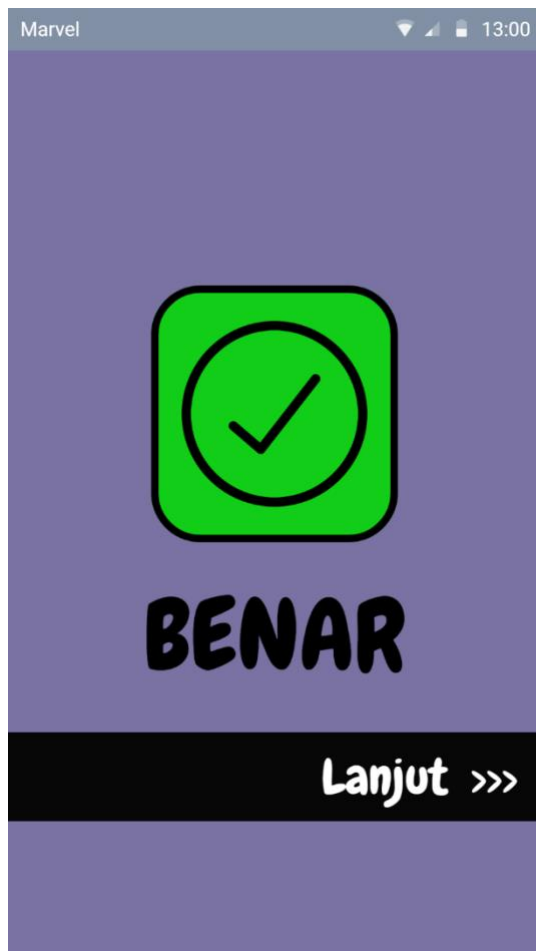
After answering all the question the player will see the number of scores they get, then the player's score will be entered into the scoreboard and each player has a rank according to the score that they get.
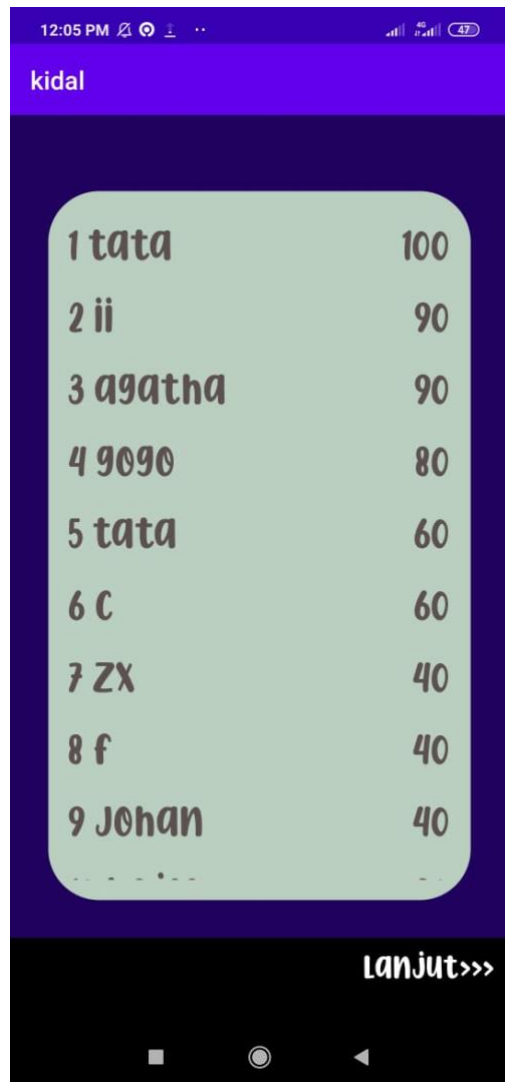
COMPONEN OF APPLICATION

Language of Program : Java

Database

Song : youtube : nocopyrightsounds

Compiler : Androide Studio

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