

ABSTRACT

The problem of futsal fan society is the lack of information about futsal basic techniques that can be accessed without having to connect with the internet. This causes some people are less expert in playing futsal. These problems can be solved one of them by designing a basic mobile application based learning techniques android futsal that can be operated offline. This application allows users to obtain basic futsal engineering information where and anytime without the need for internet connection, because the information is stored in the application database itself. Information contained in the application that will be designed in the form of the basic techniques of futsal techniques along with his video tutorial. Software development model used in making this application is waterfall model, while software development method using object-oriented method. Application development is supported by using UML (Unified Modeling Language) tools. Application testing is done with black box model. Based on the tests that have been done, it is known that there is no error when running the functions that exist in the application created. With the existence of this android based mobile application, allows the delivery of basic futsal technical information offline to the user to be more effective and efficient.

Keywords: *Futsal, Android, Mobile Application, Database, Learning Application*