ABSTRACT

Activities and onsite booking match tickets can only be made by purchaser come directly to the official ticket sales agent who has been determined by the games organizing committee (panpel) Persija matches spread over several areas of the city of Jakarta. Queues and crowded when booking tickets to the almost inevitable by the buyer. Especially when the big game is held, there will be queues and congestion at the ticket booth agent and match. Limitations of space and time are also often the constraints experienced by the buyer in making reservations and ticket exchange. In addition, involvement in illegal ticket sales resulted in losses for both parties PT.Persija Jaya Jakarta themselves or for the buyer. This resulted in the lack of efficient and effective level in making reservations and ticket exchange. Research design using descriptive methods and action methods with data collection techniques were interviews and observations, and also the author using prototype software development methods. For modeling system using the Unified Modeling Language (UML) and the software used to build this application is Java Development Kit (JDK) 1.6 and Java Runtime Environment (JRE), Integrated Development Environment (IDE) Eclipse Juno, Android Software Development Kit (Android SDK), Adobe Dreamweaver CS5 and using Mysql database. Results are to be achieved, a Persija ticket booking application android mobile based which can certainly provide an alternative in case the match ticket booking anywhere and anytime without having to come directly to the agency / counter point of sale of match tickets Persija thus saving time, effort and expense, but it also may be easier to obtain information about Persija.

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