ART COMMUNITY-DRIVEN MARKETPLACE BASED ON ANDROID APPLICATION - USING FLUTTER

UNDERGRADUATE THESIS

Submitted as one of the requirement to obtain
Sarjana Komputer (S.Kom.)

By:

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FACULTY OF COMPUTING STUDY PROGRAM

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ART COMMUNITY-DRIVEN MARKETPLACE BASED ON ANDROID APPLICATION - USING FLUTTER

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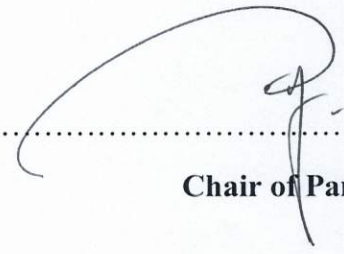

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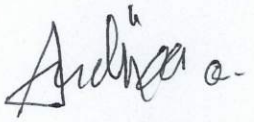

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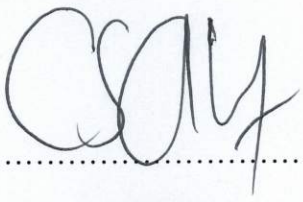

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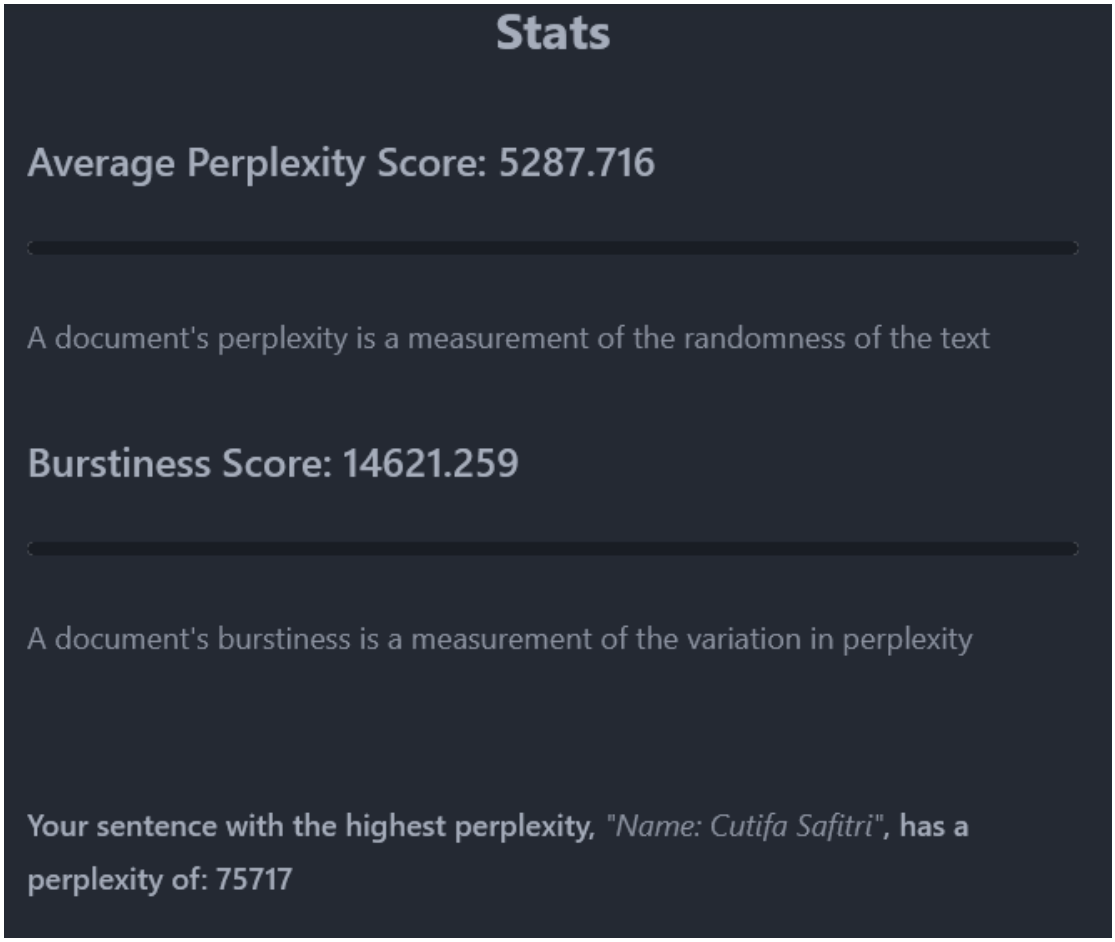

ABSTRACT

Social media and art has become relatively connected with each other over the past decades, by people posting a picture through social media almost everyday. An Android-based community marketplace transaction system using Android smartphone feature is take place to provide all artists around the world to ease their catalog and selling and recognize other artists.

The methodology used to develop the final project is Rapid Application Development (RAD). RAD methodology is used to minimize planning stage and maximize the prototype stage which can bring greater efficiency and faster development of the Android-based community marketplace transaction system.

This final project utilizing a real-time API to do transaction between artist, simple and yet user interface friendly to do both sell and buy an art. Its also enhance the experience on social media platform and interaction with other artists, which gain in rich application experience by improving a new method for the artist. Future work that can be improved to the application and the system by adding a chat feature between users and implementing an explicit content filter.

DEDICATION

I would dedicate this project for my past, present and future self, along with my parents.

ACKNOWLEDGEMENT

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