



CrunchQuest: Smart Personalized Service App for Connecting Student

UNDERGRADUATE THESIS
Submitted as one of the requirements to obtain
Sarjana Komputer (S.Kom.)

By:

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INFORMATICS STUDY PROGRAM
CIKARANG
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CrunchQuest: Smart Personalized Service App for Connecting Student UNDERGRADUATE THESIS Submitted as one of the requirements to obtain Sarjana Komputer (S.Kom.). By: HIKARU HATSUSE 001202100170 MAHESA DANUARTA 001202100109 RAIHAN REVI KASYA 001202100082 SATRIA GUCCI 001202100005 FACULTY OF COMPUTING INFORMATICS STUDY PROGRAM CIKARANG MAY. 2024 Copyright by Hikaru Hatsuse Mahesa Danuarta Raihan Revi Kasya Satria Gucci 2024 CRUNCHQUEST: SMART PERSONALIZED SERVICE APP FOR CONNECTING STUDENT By HIKARU HATSUSE 001202100170 MAHESA DANUARTA 001202100109 RAIHAN REVI KASYA 001202100082 SATRIA GUCCI 001202100005 Approved: _____
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Ir. Rila Mandala, M.Eng., Ph.D. Dean of Faculty of Computer Science STATEMENT OF ORIGINALITY In my capacity as an active student of President University and as the author of the thesis/final project/business plan (underline that applies) stated below: Name: 1. Hikaru Hatsuse - 001202100170 2. Mahesa Danuarta - 001202100109 3. Raihan Revi Kasya - 001202100082 4. Satria Gucci - 001202100005 Study Program: Informatics Faculty: Computer Science I hereby declare that my thesis/final project/business plan entitled "CRUNCHQUEST: SMART PERSONALIZED SERVICE APP FOR CONNECTING STUDENT" is to the best of my knowledge and belief, an original piece of work based on sound academic principles. If there is any plagiarism detected in this thesis/final project/business plan, I am willing to be personally responsible for the consequences of these acts of plagiarism, and will accept the sanctions against these acts in accordance with the rules and policies of President University. I also declare that this work, either in whole or in part, has not been submitted to another university to obtain a degree. Cikarang, 2024 Signor 1 Signor 2 Signor 3 Signor 4 Hikaru Hatsuse - 001202100170 Mahesa Danuarta - 001202100109 Raihan

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ABSTRACT

This project develops a machine learning-based service and quest application, CrunchQuest, that enables users to create and complete quests in real-time. Users can create a request, while others can discover, join, and complete quests based on their interests and skills. Quests are categorized and prioritized based on user performance.

Testing is carried out to ensure a user-friendly interface, real-time response, and an effective location system. Evaluation includes compatibility with TensorFlow Lite, and internet connectivity. The results show that CrunchQuest works well across a wide range of devices and network conditions, providing a consistent and responsive user experience.

This project is expected to enhance community engagement, personal development, and service provision through a dynamic and interactive platform. CrunchQuest can serve as a model for other gamified service and quest applications.

Keywords: Quest Application, Service Provision, Machine Learning, Real-Time, Gamified Service, Personal Development, Service Application.

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