

Abstract

Mountain climbing is an extreme adventure sport and this activity requires skill, intelligence, strength, and high fighting power. The dangers and challenges that seem to outperform the attraction of this activity. In climbing the mountain, climbers must have a good preparation for mountaineering activities. Examples must know the information they will climb mountains and should know what preparations and equipment should be prepared to make the climb.

In making this application the author uses the programming language java and xml. This app can be accessed on smartphone with Android 5.0 operating system. The method used in this research is waterfall methodology. The flow of research in making this application is data collection, program design, create programs using software android studio 3.0.1 and the last is testing using black box testing method.

The research was conducted to build an android-based mountain climbing app for use by mountain climbers to obtain a mountain information. With the application of mountain climbing guide is expected to reduce accidents while doing a climb but it also can add the value of local tourism promotion mountains in Indonesia.

Keywords: *Android, climbing guides, mountaineers, information technology.*