## FIELD WORK PRACTICE APPLICATION SYSTEM DEVELOPMENT

## by Dr. Sigit Nugroho, M.Or. Dr. Yudik Prasetyo, M.Kes.Dr. Sulistiyono, M.Pd. Martono,

## ABSTRACT

This research is a system development research application for field work practice placements (PKL). Helping the Sports Science Study Program, Faculty of Sports Science, Yogyakarta State University in placing the location of PKL groups more guickly. minimizing mistakes in placing PKL groups, as an alternative in dividing the location of each PKL group, and shortening the flow in the process of submitting field work practices. The definition of a smartphone is a mobile phone with built-in applications and internet access. Smartphones provide digital voice services as well as text messaging, e-mail, Web browsing, and video cameras, MP3 and video players and even TV viewing. In addition to the built-in functions, smartphones can run various applications, turning your smartphone into a mobile computer. In addition, Pei Zheng and Lionel Ni define a smartphone as a new class of cellular telephone technology that is capable of facilitating data access and information processing with significant computing capabilities. Besides having the traditional functions found in cellular phones such as calling and texting, smartphones are equipped with personal information management and communication to several wireless access media. This generation of cell phones can be considered a combination cell phone and PDA. As the need for data access on mobile phones became clear, the next generation of smartphones emerged. A smartphone usually supports one or more short-range wireless technologies such as Bluetooth and infrared, making it possible to transfer data via a wireless connection in addition to a cellular data connection. Smartphones can provide mobility like a computer, ubiquitous data access, and comprehensive intelligence for almost every aspect of business processes and everyday life. Apart from traditional mobile phone applications such as PIM, other applications that are typical for smartphones include simple games, built-in cameras, audio/video playback and recording, instant messaging, e-mail, and wireless internet access. In addition, this smartphone can be used as a terminal for e-commerce services, enterprise applications and services location based. In short, the smartphone is the future of today's cellular technology, as it offers a variety of features to enhance wireless capabilities, computing power, and on-board storage.

Kata Kunci: applications, services, location based