

Design and Build the Cokroaminoto Palopo University Student Attendance Application Design (Absenku) Based on Android

Ummul Haerah^{1,a,*}, Nirsal^{2,a}

^aPalopo city, orchid block dd no 2 Jl. Malaja Mas Housing for UNCOK Lecturers Block E3, Indonesia

*ummulhaerah98@gmail.com, ²nirsal@uncp.ac.i

Abstract. Design and Build Applications for Students Attendance at Cokroaminoto Palopo University (Absenku) Based on Android (supervised by Nirsal and Shinddy Ekawati). This study aims to provide a new breakthrough, namely the development of a presence system by utilizing existing technology. The development of this attendance system was carried out from a manual method to a sophisticated and complex android-based student attendance information system. This study aims to design a teacher attendance application with Qr Code security which can simplify and speed up the attendance process. The method used is Research and Development (R&D) which is often defined as a process or steps to develop a new product or improve an existing product. Therefore, the author wants to do a research with the title "Design and Build an Android-Based Application for Student Attendance at Cokroaminoto Palopo University (ABSENKU).

Keyword: application, android, technology, presence