

Major Computer Science  
Stream Multimedia  
Sarjana Komputer Thesis  
Odd Semester year 2009 / 2010

**THESIS TITLE:**

**IPHONE APPLICATION:  
INTERACTIVE INDONESIAN MUSIC INSTRUMENTS SIMULATOR**

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**Abstract**

This paper presents a new application for iPhone aiming to behave as a music instruments simulator for Indonesian traditional music instruments. This application will resemble the real music instruments. This thesis objective is to make an application for an iPhone. The application itself is aiming to increase the awareness and acknowledgements of the local people of their own traditional culture.

This iPhone application is implemented using Objective-C language with Xcode as the development environment and iPhone Simulator to run or test the application. Cocoa Touch framework for building the user interface of application, and Interface Builder as the GUI version of Cocoa Touch to build the application's screen.

The application consists of three musical instruments which are angklung, suling and gambang. To play angklung the users have to shake the device, to play suling, the users have to blow into the microphone of the device, and to play gambang the users have to tap on the device. When the users finish playing the music instruments, they can play it back. They can view the information of each music instruments.

In conclusion, this application works well in activating and initializing the iPhone revolutionary features, which are accelerometer, multi touch, and accessible microphone, and this is useful to introduce the Indonesian music instruments to the world because it can be sold to the users all over the world.

Keyword: iPhone application, Indonesian music instruments, accelerometer, multi-touch, blow into microphone