# ABSTRACT

Tourism in the city of Solo holds great potential for continuous growth; however, destination information remains scattered across various platforms and does not fully match the unique preferences of each traveler. To address this issue, this research developed Journey on Solo, a mobile-based tourism application that integrates destination recommendations based on user interests. The application adopts the Rapid Application Development (RAD) model, which emphasizes iterative collaboration between developers and users, allowing quick feedback to refine features and interfaces. The RAD methodology comprises four stages: Requirements Planning, User Design (prototype development), Construction (coding and integration), and Cutover (testing and deployment). Journey on Solo was built using Android Studio for the front-end and Firebase for the back-end, with Google Maps integration to support navigation and route direction. Key features include destination search, a favorites list, dark-light mode, and language settings to improve user experience. Black-box testing indicates that all core features—including destination search and personalized recommendations—function correctly, achieving a 100% success rate. The application aims to help users access relevant tourist information efficiently while also contributing to the promotion of Solo's tourism potential through digital innovation. The implementation of the RAD model, tailored to real-world conditions in Solo, supports the creation of a system that is both responsive and adaptive to user needs. Future development may involve integrating machine learning to improve recommendation relevance and expand the system's capability in delivering more personalized tourism experiences.

**Keywords:** Journey on Solo, *Rapid Application Development*, Solo City Tourism, Recommendation System