

**SISTEM PENDUKUNG KEPUTUSAN UNTUK PEMILIHAN OBJEK  
WISATA DI KABUPATEN JEMBER MENGGUNAKAN METODE FUZZY  
TAHANI DENGAN FITUR VRP**

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**ABSTRAK**

Kabupaten Jember, di bagian timur Jawa Timur, memiliki objek wisata menarik seperti Tanjung Papuma dan Wisata Pinus Sidomulyo. Informasi wisata Jember sering hanya tersedia di media sosial, yang tidak selalu akurat. Untuk mengatasi ini, dikembangkan sistem pendukung keputusan (SPK) berbasis web dengan teknologi VRP. SPK memberikan rekomendasi objek wisata berdasarkan preferensi pengguna seperti harga, fasilitas, jarak, dan rating dari Google Maps, serta menggunakan Virtual Reality Photography untuk visualisasi mendetail. Logika Fuzzy Tahani digunakan sebagai model SPK, dengan rekomendasi didasarkan pada derajat keanggotaan dan fire strength dari perhitungan aplikasi. Hasilnya adalah nilai terbaik rekomendasi objek wisata di Jember. Pengujian sistem menunjukkan akurasi 80% dan error 20%, menunjukkan efektivitas sistem dalam membantu pengguna menemukan objek wisata sesuai preferensi mereka.

**Kata Kunci:** Sistem Pendukung Keputusan, Tourism, Fuzzy Tahani.

**DECISION SUPPORT SYSTEM FOR SELECTION OF TOURIST  
ATTRACTIONS IN JEMBER DISTRICT USING TAHANI FUZZY METHOD  
WITH VRP FEATURES**

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**ABSTRACT**

*Jember Regency, in the eastern part of East Java, has interesting tourist attractions such as Tanjung Papuma and Sidomulyo Pine Tourism. Jember tourism information is often only available on social media, which is not always accurate. To overcome this, a web-based decision support system (SPK) with VRP technology was developed. The SPK provides tourist attraction recommendations based on user preferences such as price, facilities, distance, and rating from Google Maps, and uses Virtual Reality Photography for detailed visualization. Tahani Fuzzy logic is used as the SPK model, with recommendations based on membership degrees and fire strength from application calculations. The result is the best value of tourist attraction recommendations in Jember. System testing showed 80% accuracy and 20% error, demonstrating the effectiveness of the system in helping users find attractions according to their preferences.*

**Keywords:** *Decision Support System, Tourism, Tahani Fuzzy.*