

MAKING OF MICROCONTROLLER-BASED AUTOMATIC SHRIMP FEEDING MACHINE

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Abstract

In an aquaculture system, it is very dependent on the availability of feed. Feed is the largest component of aquaculture production costs, reaching 60-70% of total production costs. The need for feed will increase as cultivation develops. Currently, shrimp farmers do manual feeding without a definite dose. This causes ineffective and inefficient in feeding.

To overcome this problem, it is necessary to design a tool that functions to feed automatically at a predetermined rate and can operate continuously. By utilizing the Arduino Mega 2560 microcontroller as the brain of the tool, it is expected to be able to provide shrimp feed automatically at a predetermined rate on a regular basis. So that farmers can work more optimally without the need to think about feeding.

Keywords : *Feed, Microcontroller, Automatic, Manual, Aquaculture, Cultivator, Shrimp*