ABSTRACT

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Utilization of electrical energy is currently less effective because many lamps and household electronic appliances are very overused. Sometimes, there are several electrical devices that are found alive when not in use. In this final project research aims to create an automatic control system that can make it easier to control lights and electronic devices from anywhere from a smartphone using the concept of Internet of things (IoT) . Users can control by pressing a button on an android application that is built to give commands by utilizing an internet connection. To connect to the internet this tool uses NodeMcu Esp8266, for visual display and control using the Android application, namely Blynk as one of the platforms for the Internet of Things (IoT) . Based on the test results, the system can work properly to turn on and turn off lights and electronic devices. Each command sent by the user has a delay time of ± 2-4 seconds.

Keywords: smartphone, Internet of Things, NodeMCU Esp8266, Blynk.