

ABSTRAK

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RANCANG BANGUN SISTEM INFORMASI BERBASIS WEB SAMPAHQU

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(xv + 72 halaman, 49 gambar; 20 table, 17 lampiran)

SampahQu merupakan aplikasi yang digunakan oleh salah satu pengepul sampah dalam memproses tabungan sampah, akan tetapi *maintenance* aplikasi berat sehingga aplikasi tersebut tidak terpelihara, maka dari itu pengepul ingin mengaktifkan kembali aplikasi tersebut dengan tujuan *maintenance* yang lebih rendah serta mengikutsertakan mitra, bukan hanya perseorangan, karena itu penting dibuat suatu sistem informasi yang menyerupai SampahQu akan tetapi lebih lanjut dikembangkan sesuai tujuan. Penelitian ini menggunakan metode *System Develoment Life Cycle* berbasis *prototyping*. Uji coba sistem aplikasi dilakukan menggunakan *black box testing* oleh user, serta digunakan metode *IS Success model* untuk mengevaluasi keberhasilan sistem. Diperoleh nilai hasil evaluasi sebesar 4,97 dan 4,83 berdasarkan skala likert (1-Sangat tidak setuju, 2-tidak setuju, 3-cukup setuju, 4-setuju, 5-sangat setuju) yang berarti aplikasi sudah cukup memuaskan dan dapat mengurangi biaya *maintenance* serta mengikutsertakan mitra sebagai administrator.

Kata Kunci : Sistem Informasi, *System Development Life Cycle (SDLC)*, *Use case*, *Database*, Normalisasi

Referensi : 19 (1983-2022)

ABSTRACT

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SAMPAHQU WEB-BASED INFORMATION SYSTEM DESIGN

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(xv + 72 pages, 49 image; 20 table, 17 attachment)

SampahQu is an application rather that used for garbage collector that is used in processing garbage scales, but the maintenance of the application is heavy so that the application is not maintained, so collectors want to reactivate the application with the aim of lower maintenance and more partner participation, not just individuals, therefore it is important to make an information system that resembles SampahQu but further developed according to the purpose. This research will use the System Development Life Cycle method based on prototyping. Testing the application system will be carried out using black box testing by the user, and in analyzing problems will use the IS Success Model method which will later be averaged, and the results of the assessment method are 4.97 and 4.83 based on likert scale (1-strongly disagree, 2-disagree, 3-neutral, 4-agree, 5-strongly agree), which means the application is satisfactory according to the IS Success Model, so that it can be concluded that applications with a proposed system can reduce maintenance costs and involve partners, the advice given is to improve the design and color choices of the application.

Keywords : Information System, Systems Development Life Cycle (SDLC),
Use Case, Database, Normalization.

Reference : 19 (1983-2022)