## ABSTRACT

## EXTRACURRICULAR WEBSITE DESIGN USING PROTOTYPING METHOD (CASE STUDY: SMA NEGERI 1 DAYEUHLUHUR CILACAP)

By

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Activities that take place outside of school hours can take place within or outside of the school environment. These are known as additional or extracurricular activities. These activities aim to improve students' knowledge, skills, and understanding as well as shaping character in accordance with their interests and talents. In the extracurricular membership registration at SMA Negeri 1 Dayeuhluhur Cilacap, it is still done manually using paper forms which are considered less practical and increase budget costs. The purpose of extracurricular registration through the website is to provide convenience for students in registering for extracurricular activities. On the extracurricular registration website, students can see a list of available extracurricular activities along with a description and schedule of activities. In addition, students can also register directly through the website by filling out the registration form provided. The prototyping method was chosen because users have active participation in system development so that the products developed are more easily adapted to the wants and needs of users. In addition, using the prototyping method can also shorten the duration of software development so that it can save more time. And blackbox testing can provide information about the performance of the extracurricular registration system on the website and help to find bugs or errors in the system. In conclusion, blackbox testing can produce a feasibility percentage of 100% so that it can provide information about the performance of the extracurricular registration system on the website and help to find bugs or errors in the system. Extracurricular registration through the website can provide convenience and efficiency for students in registering for extracurricular activities so they don't use paper forms anymore.

Keywords: extracurricular, blackbox, registration, prototyping, website.