ABSTRACT

DEVELOPMENT OF A WEB-BASED VILLAGE INFORMATION SYSTEM USING THE SCRUM METHOD
(STUDY CASE: PENUSUPAN VILLAGE, TEGAL REGENCY)

By

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Penusupan Village, situated in Pangkah District, Tegal Regency, lacks optimal information system services for its residents due to limited adoption of information technology within the government. A specific instance exemplifying this issue is the ambiguity surrounding the collection of village population data, which has led to cases where deceased individuals retain voting rights. This serves as a foundational basis for the development of an information system tailored to Penusupan Village. An information system, comprised of individuals, technology, and operational procedures, processes, stores, analyzes, and disseminates information to accomplish predetermined objectives, in the context of Penusupan Village, a website was constructed to facilitate data collection and offer informational resources for the local community, to design the information system for Penusupan Village, the Scrum methodology was employed as the research approach. The design process encompassed 14 tasks derived from a pool of 44 product backlogs, which were subsequently distributed across 3 Sprints. Sprint-1, Sprint-2, and Sprint-3 consisted of 19, 19, and 10 story points, respectively, amounting to a total of 39 story points. To ensure the system's functionality, a Blackbox testing methodology was implemented, focusing on software requirements. This comprehensive testing approach validated the efficacy of the Website-Based Penusupan Village Information System in accordance with predefined test scenarios.

Keywords: Scrum, Website, Information System, Penusupan Village