ABSTRACT

New Small World is an educational park that provides tourist objects in miniature from various parts of the world. The current condition is that the ticket purchase process is still carried out on-site in place which causes the management and reporting of ticket sales to be manual, so the owner has limitations in monitoring visitor data. The solution to overcome these problems, this study carried out "Designing Web-Based Information Systems Using Prototyping Methodology (Case Study: New Small World Baturaden)". The Tourism Information System that will be built uses a prototyping methodology, which begins with collecting system requirements, then proceeds with making prototypes and evaluating users. The prototyping stages are the first Analysis, which at this stage begins by identifying the software system and all system requirements to be worked on. The second stage is Design, this stage makes a temporary design that focuses on presenting it to the user. The third stage is Implementation, at this stage the prototyping that has been approved by the user is converted into a programming language using the Hypertext Pre-processor (PHP) language. The last stage is Testing, at this stage testing the software system that has been made. Software testing is carried out using Blackbox Testing , which is a process where verification of solutions made in the system can work for users. The results of the Blackbox test on the NSW system have 11 types of activities that have been successfully / validly tested, namely the Login / login, Exit / logout menu, Register / register, View Gallery, Forgot Password, View visitor list, View Cart contents, Booking tickets, Manage Gallery , Manage Orders and Manage Categories.

Keywords: *New Small World, Tourist, Web, Prototyping, Blackbox Testing.*