ABSTRACT

DESIGN AND BUILD A TOURISM MANAGEMENT INFORMATION SYSTEM FOR BANTIR HILLS SEMARANG USING THE AGILE SCRUM DEVELOPMENT METHOD

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The development of information technology that is increasing has a big impact on the progress of the Indonesian state. The role of information technology is very important in an area that has a potential tourist attraction. Bantir Hills Tourism Object is a tourist attraction managed by the Gentur Cahaya Gumintang Tourism Awareness Group. The management of these objects is still done manually, not yet computerized. Problems that arise from manual management are slow data collection, difficult data retrieval processes, the scope of the promotion area is not wide, ordering and paying for entrance tickets can only be done at these tourist attractions. The purpose of this research is to design and build an information system for Bantir Hills tourist attraction which has the main function as a promotional media, visitor reservation, visitor data management and administrative data. The system design method applies the Agile development software development model. The system that has been built is tested using the Blackbox and System Usability Scale (SUS) testing methods. Blackbox testing is carried out by system users, which shows the results that each function runs well. The SUS test was carried out by 75 respondents who gave a score of 66.23, this means the system can be accepted by the user. A more in-depth analysis of the SUS test found that the usability component that has the smallest weight value is related to the operation of the system which is still confusing. Meanwhile, the usability component that has the greatest value weight is the functionality of the system that runs properly.

Keywords*: Tourism Management, Agile Development, Information Systems, BlackBox, System Usability Scale (SUS)*