

ABSTRACT

Balige District is one of the places that is included as a tourist destination in Indonesia. The number of attractions makes visitors who are visiting this tourist area take a long time so that visitors need lodging while traveling. In the records of the tourism office there are 20 homestays that are already available in this area, but the information from the 20 homestays has not been spread well. This is due to the lack of promotion carried out by homestay owners which makes tourists have difficulty in finding detailed homestay information. Thus, it is necessary to have an information system that can help the process of finding homestay locations. Based on these problems, the research "Implementation of a Homestay Geographic Information System in Balige District Using Prototyping Method". This system displays homestay location data in the form of a geographical map and displays detailed information related to homestay facilities and provides tourist information services in Balige District so that it can provide convenience for tourists and homestay owners. The system development method used in this study using the prototyping method is carried out in 3 iterations, namely identifying needs by listening to users (listen to user/client), planning and modeling quickly, building prototypes, and evaluating prototypes that have been built with users. At the implementation stage, it is done using the PHP programming language with the Laravel framework. This research produces a geographic information system that can assist owner homestay in carrying out promotions by registering homestays on the website and making it easy for tourists to find out homestay locations and tourist information in Balige District. Testing on this system is carried out using the black box testing method or testing the system functionality.

Keywords: *Homestay, Geographic Information System, Prototyping, Laravel, Black Box Testing*