

ABSTRACT

PROTOTYPE MODEL OF POVERTY DATA INFORMATION SYSTEM IN PURBALINGGA DISTRICT

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The biggest obstacle in presenting poverty alleviation efforts in Indonesia is the uneven distribution of economic progress. Therefore, development must be directed towards achieving common prosperity, especially for those in government whose job it is to do so. A good development plan that supports the achievement of the stated goals is also necessary so that development efforts can run effectively, efficiently, directed and sustainably. The role of BAPPELITBANGDA is to assist the Regent in carrying out his duties to support state administration in the fields of planning and research, regional development and development cooperation. Based on this, an information system prototype was created to input poverty data in Purbalingga district, implementing the findings with the Field Work Practice (PKL) approach.

Poverty data input for residents of Purbalingga Regency is possible with this prototype design, and users can access activities, news, and geographic information from BAPPELITBANGDA Purbalingga through a web view. A system development technique called the prototyping model creates prototypes to help users better understand system requirements. After conducting research and carrying out certain work based on research findings during the street vendors and on the findings of paper forms that have been filled out by the community, the validity of the idea is determined. Prototype design plans are made based on user needs to overcome problems. UML design is completed by using three diagrams, namely use case diagrams, class diagrams, and activity diagrams before making a prototype design.

Keywords: *BAPPELITBANGDA Purbalingga, Unified Modeling Language (UML), Prototype*

