

ABSTRACT

Institut Teknologi Telkom is one of the educational institutions that provide great support to the field of sports facilities and infrastructure. It can be seen from the number of the appreciation units of sports activities (UKM). Based on that fact, futsal match is one of the most absorbing interest activities of the scholar in IT Telkom. Scheduling system, the division of the group, to record the results of the match are still done manually. That existing manual system still has many deficiencies, especially for the organizers. Starting from the preparatory division of the group, organizers must prepare the necessary equipment such as participant's room, stationery, and bulletin boards. This would require substantial time. In addition, the organizers must also display the results of the end of each game that has been going on, on the bulletin board.

Therefore, to increase the speed of delivery of information and simplify the documentation process of the game, needed an information system that is able to speed up and simplify the process of delivery of information in a futsal match.

By using the waterfall method, this system will be made to provides scheduling information, distribution group, player name, the game results in real-time documentation process and the announcement of the final game results which can be accessed through the website.

Keywords: Information Systems, Futsal, Waterfall, IT Telkom, Olimpiade