

ABSTRAK

Dixon Ruang Kreatif adalah rumah produksi Berpusat di Kota Makassar yang bergerak di bidang industri kreatif seperti dokumentasi event, wedding, iklan, film pendek, editing, dan design. Dixon Ruang Kreatif ini masih mengelolah beberapa studio, studio pertama yang menetap, sedangkan studio proyek maupun proyek secara manual. Sehingga muncul permasalahan yang menghambat kinerja dan menjadi kendala setiap proyek hingga saat ini. Maka dari itu penulis mengusulkan pengembangan aplikasi pemesanan studio yang bertujuan agar Dixon Ruang Kreatif dapat beroperasi lebih tertata dan lebih baik. Rancang bangun aplikasi pemesanan studio pada studi kasus Dixon Ruang Kreatif ini akan diimplementasikan di platform website, desktop dan mobile. Berdasarkan kriteria tersebut penulis akan menggunakan bahasa pemrograman cross platform yaitu flutter dengan menggunakan model pengembangan software metode agile. Sistem aplikasi akan dapat digunakan oleh client untuk mengakses hasil kerjasama dan melakukan reservasi studio. Pihak studio juga dapat mengelola reservasi, kontrak, hasil proyek dan mengelola *crew*. Penulis berharap hasil dari sistem pemesanan studio ini dapat membantu dixon ruang kreatif agar dapat meningkatkan pemesanan studio kapan saja dan dimana saja.

Kata Kunci: *Agile, Dixon Ruang Kreatif, Studio, Mobile, Website.*

ABSTRACT

Dixon Creative Space is a production house based in Makassar City that operates in the creative industry, offering services such as event documentation, wedding coverage, advertising, short film production, editing, and design. Dixon Creative Space manages several studios, with the first studio being a permanent fixture, while others are project-based or manually operated. Consequently, issues have arisen that hinder operational efficiency and pose challenges for each project until now. Hence, the author proposes the development of a studio management application aimed at enhancing the organization and overall performance of Dixon Creative Space. The design and implementation of the studio booking application, in the case of Dixon Creative Space, will be carried out across website, desktop, and mobile platforms. Based on these criteria, the author will employ the cross-platform programming language Flutter, utilizing the Agile software development methodology. The application system will be accessible to clients for viewing collaboration outcomes and making studio reservations. The studio will also be able to manage reservations, contracts, project outcomes, and crew administration. The author's objective is that the studio booking system will assist Dixon Creative Space in increasing studio reservations anytime and anywhere.

Keywords: Agile, Dixon Ruang Kreatif, Studio, Mobile, Website.