

ABSTRACT

The quality of education in Indonesia is still low when compared to other countries in the world, especially primary and secondary level. This problem has an enormous impact on Indonesian society progresses. Junior high school 13 Bandung is currently a pilot school of curriculum in 2013 that began to emphasize the use of technology both in terms of learning for students or school management.

The process that occurs at this time as to manage and process the data in schools still run manually or only with the help of excel, besides there are many data duplication leads to confusion when data management processes are implemented. Frequent occurrence of data loss due to data storage is not in one place and all the data stored in excel continues to grow each year. Lack of integration of data in school, causing data processing becomes long and sometimes messy.

Extreme programming methodology has advantages in establishing good communication with the user and to improve communication and mutual respect among developers. In addition, extreme programming is used when the user needs a fast time in building the system, also when the system needs are always changing, as well as the project is only done with 2-10 people in the team.

With the information and communication technology is considered to be an appropriate solution of the existing problems. The solution is realized with an information system on school. Information system on the school is implemented through e-school which is an electronic-based applications that support activities of the primary and secondary level education by integrating important functions of the school.

Keywords: e-school, extreme programming, information system on school