

## **ABSTRACT**

# **DESIGN AND DEVELOPMENT OF ANDROID-BASED UTRAIN APPLICATIONS TO EASE STAKEHOLDER BUSINESS PROCESSES IN TRAINING ACTIVITIES USING RAPID APPLICATION DEVELOPMENT METHOD CASE STUDY: UTRAIN BANDUNG**

By

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*Utrain is a service provider for training domiciled in Bandung Regency which is intended for Telkom University students. Utrain was developed to provide good services by working with industry to put students into the work environment through training with the aim of improving certain skills and skills.*

*Utrain has Many Stakeholders, one of which is the Coach Stakeholder, in order to become an instructor or trainer of a training conducted by Utrain. In carrying out their duties, the Stakeholder Trainers experienced obstacles, which did not have a flexible training schedule and could only wait for requests to conduct Training from Utrain. This is because the registration process is still done manually, by telephone or Social Media of Utrain.*

*Based on the above problems, it is necessary to develop a system or application to help the Trainer's Stakeholders to connect directly with Participant Stakeholders. Training Applications are applications that are used to connect trainer stakeholders with participant stakeholders. By using the application, the Trainers Stakeholders can create training without having to wait for requests from participants.*

*The results obtained from this study are Utrain Mobile Application which has Training Management Modules, Schedule Management, Training Document Management, Quiz Management, Quiz Registration and Online Payment Features that can help Trainer, Trainee and Utrain parties to facilitate in carrying out training activities.*

*Keywords: Training, Rapid Application Development, Mobile, Android, Framework, Flutter.*