

## **ABSTRACT**

*Homestay tourism is the most interested tourism and become trend nowadays. Homestay tourism in tourist villages are unique tourism concepts that managed by local communities with their culture or in areas with special tourist attractions. Tourist have to search tourist village for their homestay tourism because homestay is homes of residents who are under the affiliation of the tourist village. Tourists for decide their destination tourism villages are always associated with 4 criteria from the tourist destination area (DTW) to create their satisfaction during vacation*

*. Criteria of tourist destination area (DTW) involve 4 aspect such as attraction, accesable, amnesties dan anchilary. Tourism still find difficulties for search village with compatible with 4 criteria of tourist destination area (DTW), it can cause dissatisfaction during vacation of homestay tourism.*

*Based on this problems, web-based homestay tourism application is developed by using scrum method. This application designed by using unified modelling language (UML) as system specification model and business model canvas (BMC) as business model. The application is developing by using Laravel which is a working framework from the PHP programming language, supported by MariaDB as a database and tested using black box testing.*

*Result of this research is web-based homestay tourism application. Based on tests, showing this system contains functions that have been running well without any error found and accepted by the user. Suggestions for this research are innovation on new functions that will be improved to this application must be in accordance with the needs of users of homestay tourism information thus facilitate travel and create satisfaction for tourists during the visiting tourist village.*

**Keywords:** *homestay tourism, tourist village, web application, the Scrum method.*