

ABSTRACT

In Mandalajati District, currently it is still providing services manually and for a long time. Every community who has a need must come to the kecamatan and collect data manually. In this all-digital era, the services provided should be supported by supporting technology so that the service process can be carried out more quickly and accurately, by producing a web-based public information system that can make it easier for people to get information and improve services to the community.

The design is carried out using the Scrum method for working on the designed system. The scrum method is a one of agile method. The use of the Scrum method aims to save time and respond to changes quickly. In the scrum method, it is divided into three stages, namely pregame, game, and postgame. The pregame stage is the stage of identifying user and system requirements in design, data on user requirements is obtained from interviews with the community. The Game Stage is the second stage, how many designs that have been made in the pre-game are implemented at this stage. The postgame stage is the last stage of this method, at this stage the design that has been made is tested to analyze the design according to user and system needs.

The resulting system design is an information system that can be used to provide services in Mandajati District. Based on the results of the black box test, it can be concluded that this system can run according to its function, and from the user acceptance test (UAT) it is found that the system designed can be accepted by the community. The community feels helped by this system. This system makes it easy for the public to get services and get realtime information, besides that sub-district employees can provide appropriate services and improve their performance.

Keywords: Blackox Method, Information Systems, Scrum Method, System Design.