ABSTRACT

Managing Rukun Warga (RW) resources manually is not a wrong thing, but this method is less effective for processing or calculating data on Rukun Warga (RW) resources and this can result in data loss. Those unwanted mistakes will be very detrimental to the development of the Permata Buah Batu Recidence. Therefore, to overcome these problems, it is proposed to develop a "Warga Berseri Application" which will later be more effective and simplify the process of managing RW resources in the Permata Buah Batu Recidence. The purpose of this writing is to make it easier for officers to complain about the resources in the residential area of Permata Buah Batu, to provide a medium for conveying aspirations and complaints against public facilities. The working method uses the waterfall model. There are five stages, namely, requirements definition, system and software design, implementation and unit testing, integration and system testing, and operation and maintenance. The final result of this research is the result of an interface application design to facilitate the management of the neighborhood resources of the residents of Permata Buah Batu.

Kata Kunci: *Management, Resource*