ABSTRACT

Jelekong Village is an art village located in Bandung Regency, a village that has been around for a long time and is inhabited by people with one profession, namely artists. Until now, Jelekong Village still exists in maintaining art as a job. Jelekong Village has a variety of cultural arts such as traditional houses, painting, wayang golek, and traditional food. The problem in Jelekong Village is that there is no Event Management platform to hold an exhibition/event for people who want to visit the village. Event Management is a professional activity that gathers and brings together a group of people for the purpose of celebration, education, marketing and reunions, and is responsible for conducting research, designing activities, planning and carrying out coordination and supervision to realize the presence of an activity (Pramelani, 2018). So far, Jelekong Village does not have a technology information system to create an event that shows the entirety of their art and culture. As a result, Jelekong Village can only show their cultural arts according to the visit, and the tastes of each person. This can be solved by making an Event Management application that will help Jelekong Village to hold an event to show the entire cultural arts in the village. The focus of this research is to focus on the e-ticketing ordering feature in the Event Management application. The e-ticketing feature is one of the most important features for holding an event. The e-ticketing feature in this application will be shaped like in general, e-ticketing is an opportunity to minimize costs and optimize user convenience. e-ticketing reduces e-ticket processing costs, eliminates paper forms and increases user flexibility in determining the schedule of an event. This e-ticketing system makes it easy for users to buy e-tickets online through applications or websites. e-ticketing can also reduce risks such as missing e-tickets, lost and damaged e-tickets (Surul, 2019). In the Event Management application feature that will be made, visitors can choose an e-ticket event to be held, proceed to the order page, choose a payment method, view order reviews, and payments will be made online through the Event Management application. The method used in the development of this Event Management Application is the Scrum method, Scrum is a software engineering method using the principles of the AGILE approach, which relies on the strength of team collaboration, incremental products and iterative processes

to realize the final result. The stages of the Scrum Method are the first to determine the Product Backlog, this stage aims to collect a list of the desired requirements of a product/application. The second is Backlog Refinement, a predetermined Product Backlog that the Scrum team must consider for planning. The thing that must be considered in this process is to do a breakdown of the needs and the estimation process for refining the Backlog Refinement while making a sprint plan. The third is Sprint Planning, a sprint can be illustrated as a time box with a duration of one to four weeks. In this timeframe, the developers focus on achieving certain targets. Fourth is the Daily Scrum, this stage is an evaluation activity, and conveys the work process of each team. The fifth is the Sprint Review, in this stage each team member demonstrates what has been completed in one sprint period. The sixth is the Sprint Retrospective, this stage. All team members can express opinions and evaluations regarding performance while implementing Scrum (Widyanto, 2020). So that this method is suitable for use in working on the Ubukong website. Based on the results of testing the website for the Udongong module regarding the e-ticketing feature with the scrum method, in the first sprint work, the visitor page features an e-ticket order event, the visitor page confirms the order, the visitor page enters the payment menu. In the second sprint work, the visitor page has completed the payment feature, the admin page checks and confirms the payment. In the third sprint work, the visitor page has completed the features of the visitor page to find and view the order status, the visitor page to search and view the order status, the visitor page can print an e-ticket In the fourth sprint, after completing the admin page feature, you can see the e-ticket dashboard, the admin page can check user orders. In the fifth sprint design, after completing the admin page feature, you can create a ticketing list, the admin page registers and logs in. It can be concluded that the website application of the website module regarding the e-ticketing feature can run and is in accordance with the problems that exist in the village of Jelekong. In the future, the website application uses modules regarding e-ticketing features that have been made even better, such as adding online payment features or via e-wallet, not only using 1 account transfer.

Keywords: ***Event Management,* e*-ticketing, Scrum, Jelekong Website***