ABSTRACT

Event is a way that can be done by an organization or community to take an approach between the organization and a community or village. In the case study taken at Jelekong Village, the event was held from by local government and the place where the information from the event was placed on the village bulletin board. The problem in the village is that there is still invalid information about the event held because of its ineffective dissemination and the place of dissemination of information is also still not neatly organized and messy. This makes the information from the event submitted incomplete. Based on the above problems, the author suggested the creation of a system that can help the village in creating and viewing the available events. With this system, the authorities in the village are facilitated because there is no need to use manual means to disseminate or make information from an event and the place of its spread becomes neatly arranged in one container. The method used in the creation of this system is the scrum method. In addition to the scrum method, there is also an evaluation method that is blackbox testing. The results obtained from this study is, a Jelekong website that has a user module of visitors and admins, with each function as a visitor can see the event both available and upcoming and a filter that we can pick based on month that we choose, while for admins can create events, delete, and update and there is an event dashboard that can provide infographics about events that have been done.

*Keywords- **Event, System, Website, Jelekong Village, Scrum***