ABSTRACT

Banyumas is a regency located in Central Java with an area of 1,327.60 km², consisting of land and mountainous areas with a structure of mostly agricultural land valleys and partly highland for settlements which makes Banyumas vulnerable to natural disasters. In emergency situations, fast and precise reporting and response are very important to reduce casualties and losses. This research aims to design and build a natural disaster reporting application in Banyumas Regency using the Prototype method. The Prototype method is a software development approach that involves creating an initial model to be evaluated by users, allowing for iterative improvements to ensure the final result meets the needs. Testing is done using the Blackbox and System Usability Scale (SUS) methods, the results of blackbox testing show the functionality of this system gets a percentage of success of 100%. While the System Usability Scale test results show a score of 73.2 which indicates the system is predicated good or good. This research is expected to make a significant contribution in improving community preparedness and response to natural disasters and assisting BPBD in managing disaster reports.

Keywords: Natural Disasters, Reporting, Application, Prototype Method, Blackbox, System Usability Scale