

ABSTRACT

The utilization of information technology at the village level is a strategic effort to streamline business processes and address local challenges. As of 2024, more than 9,000 villages in Indonesia are still categorized as underdeveloped or severely underdeveloped, reflecting a significant gap in digital technology adoption. Meanwhile, villages play a vital role in supporting the social, economic, and developmental structure of the nation. This study aims to develop a web-based application that supports economic activities and financial management in villages, focusing on two independent features: Village Product Marketplace and Village Financial System. The Marketplace feature is designed to help local MSMEs market their products digitally, while the Financial System supports village officials in recording and managing budgets transparently and systematically. These two features are developed separately and are not integrated, as they serve different user needs. The development method used is the Software Development Life Cycle (SDLC) with the Scrum framework, which emphasizes an iterative and collaborative process. The system was tested using Black Box Testing to evaluate application functionality based on user requirements. The results show that both features function according to their objectives: the Marketplace can display products and facilitate basic transactions, while the Financial System records budget transactions and generates simple reports. Although not yet integrated and still limited in scope, the application demonstrates potential as an initial solution to digitalization challenges in villages, particularly in marketing and financial governance.

Keywords— Village Digitalization, Village Marketplace, Village Financial System, Software Development, Scrum, Black Box Testing, Web-Based Application