

PENERAPAN METODE *AGILE* DALAM PENGEMBANGAN APLIKASI JURNAL MENGAJAR BERBASIS WEB DI UNIVERSITAS MADANI INDONESIA

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ABSTRAK

Universitas Madani Indonesia (UMINA) didirikan di Blitar bagian selatan untuk menjawab tantangan ketimpangan akses terhadap pendidikan tinggi. Salah satu kebutuhan utamanya adalah sistem pencatatan kegiatan pembelajaran dosen yang efektif, karena pencatatan manual dinilai tidak efisien, memakan waktu, dan rawan kesalahan. Untuk itu, penelitian ini bertujuan merancang dan mengembangkan aplikasi jurnal mengajar berbasis web menggunakan metode pengembangan *Agile* yang fleksibel terhadap perubahan kebutuhan. Metode ini mencakup tahapan *Planning, Design, Development, Testing, Deploy, dan Review*, dengan pengujian menggunakan metode *black box* dan *close beta testing*. Hasil pengujian menunjukkan tingkat keberhasilan fungsionalitas sistem sebesar 97,14%, dengan penilaian kelayakan dari ahli IT (Staf Puskom) sebesar 90% dan dari dosen sebesar 96%, sehingga diperoleh nilai kelayakan rata-rata 93% dalam kategori “Sangat Layak”. Penelitian ini dapat menjadi solusi efisien bagi administrasi akademik UMINA serta mendukung transformasi digital universitas. Meskipun demikian, keterbatasan penelitian ini adalah fokus penggunaan masih pada pihak dosen sebagai pengguna utama aplikasi.

Kata Kunci : Metode *Agile*, Jurnal Mengajar, Website, UMINA

APPLICATION OF THE AGILE METHOD IN THE DEVELOPMENT OF A WEB-BASED TEACHING JOURNAL APPLICATION AT INDONESIAN MADANI UNIVERSITY

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ABSTRACT

Indonesian Madani University (UMINA) was established in the southern part of Blitar to address the challenge of unequal access to higher education. One of its primary needs is an effective system for recording lecturers' teaching activities, as manual documentation is considered inefficient, time-consuming, and prone to errors. Therefore, this study aims to design and develop a web-based teaching journal application using the Agile development method, which is known for its flexibility in adapting to changing requirements. The method includes the stages of Planning, Design, Development, Testing, Deployment, and Review, with system functionality tested using black box and closed beta testing methods. The testing results showed a system functionality success rate of 97.14%, with feasibility ratings of 90% from IT experts (Puskom staff) and 96% from lecturers, resulting in an average feasibility score of 93%, classified as "Highly Feasible". This research can serve as an efficient solution for UMINA's academic administration and support the university's digital transformation. However, a limitation of this study is that its user focus remains primarily on lecturers as the main users of the application.

Keywords : *Agile Method, Teaching Journal, Website, UMINA*