

SISTEM INFORMASI DESA BERBASIS WEB DENGAN FRAMEWORK LARAVEL MENGGUNAKAN METODE AGILE

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ABSTRAK

Penelitian ini bertujuan untuk merancang dan membangun Sistem Informasi Desa Maron berbasis *website* guna mempermudah perangkat desa dan masyarakat dalam mengakses informasi dan layanan surat secara *online*. Sistem ini dikembangkan menggunakan *framework Laravel* dan metode *Research and Development (R&D)* dengan pendekatan *Agile*, serta perancangan sistem dilakukan secara terstruktur menggunakan pemodelan UML. Tampilan antarmuka dirancang responsif dengan bantuan *Bootstrap* agar sistem dapat diakses baik melalui desktop maupun perangkat seluler. Proses pengujian sistem dilakukan dalam dua iterasi menggunakan metode *blackbox testing* dan *beta testing*. Hasil pengujian *blackbox* menunjukkan seluruh fungsi sistem berjalan dengan baik. Sementara itu, hasil *beta testing* menunjukkan peningkatan nilai dari 81,5% menjadi 87,4% yang dikategorikan sangat baik. Sistem ini menyediakan fitur layanan surat *online*, pengelolaan berita, galeri, statistik, dan informasi desa secara mandiri dapat di edit melalui *dashboard* admin. Meskipun telah berfungsi dengan baik, sistem ini masih memiliki beberapa kekurangan seperti belum optimalnya verifikasi akun, ketiadaan notifikasi otomatis, informasi desa yang belum lengkap, serta tampilan *mobile* yang masih perlu penyempurnaan. Secara keseluruhan, sistem ini dinilai layak digunakan dan mendukung digitalisasi layanan desa, namun tetap perlu pengembangan berkelanjutan untuk meningkatkan kualitas pelayanan kepada masyarakat.

Kata Kunci: Sistem Informasi Desa, *Laravel*, *Website*, *Agile*, *Blackbox*, *Beta Testing*

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ABSTRACT

This research aims to design and build a website-based Maron Village Information System to make it easier for village officials and the community to access information and mail services online. The system was developed using the Laravel framework and Research and Development (R&D) methods with an Agile approach, and the system design was carried out in a structured manner using UML modeling. The interface is designed to be responsive with the help of Bootstrap to make the system accessible through both desktop and mobile devices. The system testing process was carried out in two iterations using the blackbox testing and beta testing methods. The results of the blackbox test show that all system functions are running well. Meanwhile, the results of beta testing showed an increase in the value from 81.5% to 87.4% which was categorized as very good. This system provides online mail service features, news management, galleries, statistics, and village information that can be independently edited through the admin dashboard. Even though it has worked well, this system still has some shortcomings such as not optimal account verification, the absence of automatic notifications, incomplete village information, and a mobile display that still needs improvement. Overall, this system is considered feasible to use and supports the digitization of village services, but it still needs continuous development to improve the quality of services to the community.

Keywords: *Village Information System, Laravel, Website, Agile, Blackbox, Beta Testing*