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MEDIA INFORMASI PELAPORAN MASYARAKAT DAN PERIZINAN
PENANAMAN MODAL BERBASIS MULTIMEDIA DI DPMPTSP
KABUPATEN PEKALONGAN, dibawah bimbingan Wahyu Setianto, M.Kom
dan Amanah, S.Kom.,

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ABSTRAK

DPMPTSP Kabupaten Pekalongan mempunyai tugas merumuskan dan melaksanakan kebijakan di bidang penanaman modal serta penyelenggaraan pelayanan administrasi penanaman modal, perizinan dan non perizinan secara terpadu. Dalam proses pelaporan dan perizinan dilakukan dengan metode datang langsung ke kantor lalu menanyakan kepada petugas bagaimana melakukan perizinan. Namun beberapa masyarakat kurang memahami prosedur melakukan pelaporan serta perizinan, sehingga memakan waktu yang lama. Metode mengumpulkan data yaitu observasi, wawancara, kuesioner dan studi pustaka. Metode pengembangan menggunakan metode MDLC (Multimedia Development Life Cycle) yang terdiri dari 6 tahapan yaitu Konsep, Desain, Pengumpulan bahan, Pembuatan, Pengujian, Distribusi. Sedangkan metode pengujian sistem menggunakan GUI (Graphical User Interface) dan UAT (User Acceptance Test). Melalui tahap dan metode yang digunakan, maka telah terwujudnya aplikasi Media Informasi Pelaporan Masyarakat Dan Perizinan Penanaman Modal Berbasis Multimedia ini, dapat membantu kantor DPMPTSP dalam menyampaikan informasi kepada masyarakat yang ingin melakukan pelaporan dan perizinan berusaha. Sistem dapat dikembangkan kembali dengan ditambahkan sistem mapping agar DPMPTSP dapat mengontrol pengusaha – pengusaha yang sudah melakukan perizinan. Sistem dapat dikembangkan lagi ke dalam media informasi berbasis android agar dapat diakses melalui smartphone.

Kata Kunci : Media Informasi, DPMPTSP, Pelaporan, Perizinan, Multimedia

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ABSTRACT

DPMPTSP Pekalongan Regency has the task of formulating and implementing policies in the field of investment as well as organizing integrated investment administration, licensing and non-licensing services. The reporting and licensing process is carried out by the method of coming directly to the office and then asking the officer how to do the licensing. However, some people do not understand the procedures for reporting and licensing, so it takes a long time. The method of collecting data is observation, interviews, questionnaires and literature studies. The development method uses the MDLC (Multimedia Development Life Cycle) method which consists of 6 stages, namely Concept, Design, Material collection, Manufacture, Testing, Distribution. While the system testing method uses GUI (Graphical User Interface) and UAT (User Acceptance Test). Through the stages and methods used, the Multimedia-Based Community Reporting and Investment Licensing Information Media application has been realized, which can assist the DPMPTSP office in conveying information to people who want to do reporting and business licensing. The system can be developed again by adding a mapping system so that DPMPTSP can control entrepreneurs who have licensed. The system can be further developed into android-based information media so that it can be accessed via smartphone.

Keywords: Information Media, DPMPTSP, Reporting, Licensing, Multimedia.