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PERANCANGAN SISTEM *E-VOTING* BERBASIS WEB UNTUK PEMILIHAN KETUA OSIS DI SMK NU BODEH, dibawah bimbingan Christian Yulianto Rusli, S.Kom., M.Kom. dan Hari Agung Budijanto, S.Kom., M.Kom.

123 + xiv halaman / 58 gambar / 18 tabel / 4 lampiran / 27 pustaka (2018-2023)

ABSTRAK

Kendala yang dihadapi dalam proses voting di SMK NU Bodeh adalah sering ditemukan kesalahan coblos sehingga sering ditemukan surat suara tidak sah dan kesalahan hitung sehingga sering dilakukan pengulangan proses perhitungan suara. Sehingga dibangun sistem berbasis web menggunakan metode pengembangan Waterfall yang terdiri dari tahapan Communication, Planning, Modeling, Construction, dan Deployment. Sistem dirancang menggunakan Unified Modeling Language (UML) dan Lembar Kerja Tampilan (LKT). Hasil pengujian menggunakan metode White Box, Black Box, dan User Acceptance Test (UAT) menunjukkan bahwa sistem telah mampu berjalan tanpa kesalahan (error) sesuai dengan spesifikasi kebutuhan pengguna. Sistem memudahkan dalam proses pemilihan ketua OSIS sehingga mengurangi kesalahan dalam pemungutan suara. Namun sistem masih perlu menambahkan fitur skema pemilih, sehingga jika suatu kali dibutuhkan pemilu yang sifatnya segmented tetap dapat dilakukan dengan menggunakan sistem yang dibangun tersebut. Selain itu sistem juga dapat dikembangkan kedalam sistem berbasis mobile melihat dari maraknya pemilih yang lebih cenderung menggunakan smartphone.

Kata Kunci : *Sistem, E-Voting, Web, OSIS*

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DESIGN OF A WEB-BASED E-VOTING SYSTEM FOR ELECTION OF OSIS CHAIRMAN AT NU BODEH VOCATIONAL SCHOOL, under guidance of Christian Yulianto Rusli, S.Kom., M.Kom. dan Hari Agung Budijanto, S.Kom., M.Kom.

123 + xiv pages / 58 images / 18 tables / 4 attachments / 27 libraries (2018-2023)

ABSTRACT

The obstacles faced in the voting process at SMK NU Bodeh are frequent voting errors so that invalid ballots are often found and counting errors so that the vote counting process is often repeated. So a web-based system was built using the Waterfall development method which consists of the stages of Communication, Planning, Modeling, Construction, and Deployment. The system is designed using the Unified Modeling Language (UML) and Display Worksheet (DW). The test results using the White Box, Black Box, and User Acceptance Test (UAT) methods show that the system has been able to run without errors in accordance with the specifications of user requirements. The system facilitates the process of electing the student council chairman so as to reduce errors in voting. However, the system still needs to add a voter scheme feature, so that if one time a segmented election is needed, it can still be done using the system that was built. In addition, the system can also be developed into a mobile-based system seeing from the rise of voters who are more likely to use smartphones.

Key Word : *System, E-Voting, Web, ISSO*