

**DODY SATRYANSYAH, 20.230.0078**

**SISTEM INFORMASI PELAYANAN MASYARAKAT DI DESA KULU**

**KECAMATAN KARANGANYAR BERBASIS WEBSITE, dibawah**

bimbingan M. Reza Maulana, S.Kom., M.Kom. dan Haru Agung Budijanto,  
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173 + xvii halaman / 118 gambar / 14 tabel / 2 lampiran / 27 pustaka (2018-2023)

## **ABSTRAK**

*Permasalahan terkait dengan pelayanan di Desa Kulu menyebabkan kurang efektif dan efisiennya dalam memberikan pelayanan kepada masyarakat, sehingga untuk mengatasi permasalahan tersebut dibangun sistem menggunakan basis platform website yang dapat diakses secara publik dimanapun dan kapanpun melalui akses jaringan internet. Sistem dibangun melalui metode Waterfall dengan tahapan Komunikasi, Perencanaan, Pemodelan, Konstruksi, dan Peluncuran. Sistem dirancang dengan menggunakan Unified Modeling Language (UML) dan Lembar Kerja Tampilan (LKT). Sistem menggunakan bahasa pemrograman dasar PHP dan framework CodeIgniter, serta database MySQL. Hasil pengujian menggunakan metode White Box, Black Box, dan User Acceptance Test (UAT) menunjukkan bahwa sistem sudah dapat berjalan sesuai rancangan dan kebutuhan pengguna. Sistem membantu masyarakat lebih mudah melakukan pengajuan pelayanan dengan lebih cepat, mudah serta akurat. Namun sistem belum memiliki fitur penghubung ke data kependudukan dan fitur download surat pelayanan dalam bentuk file .pdf.*

**Kata Kunci :** *Sistem, Pelayanan, Masyarakat, Desa, Kulu, Website*

**DODY SATRYANSYAH, 20.230.0078**

**WEBSITE-BASED COMMUNITY SERVICE INFORMATION SYSTEM IN KULU VILLAGE, KARANGANYAR SUB-DISTRICT**, under guidance of M. Reza Maulana, S.Kom., M.Kom. dan Haru Agung Budijanto, S.Kom., M.Kom.  
173 + xvii pages / 118 images / 14 tables / 2 attachments / 27 libraries (2018-2023)

### **ABSTRACT**

*Problems related to services in Kulu Village causes less effectiveness and efficiency in providing services to the community, so that to overcome these problems a system using the the community, so to overcome these problems, a system was built using a website platform that can be accessed by the public anywhere and anytime. website platform that can be accessed publicly anywhere and anytime through internet network access. through internet network access. The system is built through the Waterfall method method with stages of Communication, Planning, Modeling, Construction, and Launch. The system is designed using Unified Modeling Language (UML) and Display Worksheet (DW). The system uses the basic programming language PHP and CodeIgniter framework, and MySQL database. Test results using the White Box, Black Box, and User Acceptance Test (UAT) methods show that the system can run according to design and user needs. run according to design and user needs. The system helps people more easily submit services more quickly, easily and accurately. However, the system does not yet yet has a linking feature to population data and a service letter download feature in the form of a .pdf file.*

**Keywords :** *System, Service, Community, Village, Kulu, Website*