

DAFTAR ISI

LEMBAR PENGESAHAN	i
LEMBAR PERNYATAAN ORISINALITAS	ii
ABSTRAK	iii
ABSTRACT	iv
KATA PENGANTAR	v
DAFTAR ISI	vi
DAFTAR GAMBAR	x
DAFTAR TABEL	xii
Bab I PENDAHULUAN	1
I.1 Latar Belakang	1
I.2 Rumusan Masalah	5
I.3 Tujuan Penelitian	6
I.4 Batasan Penelitian	6
I.5 Manfaat Penelitian	7
I.6 Sistematika Laporan	7
Bab II TINJAUAN PUSTAKA	9
II.1 Teori yang Relevan dengan Judul Penelitian	9
II.1.1 Manajemen	9
II.1.2 Event	11
II.1.3 Perancangan Sumber Daya Manusia	12
II.1.4 <i>Unified Modeling Language</i> (UML)	12
II.1.4.1 <i>Use Case</i>	14
II.1.4.2 <i>Activity Diagram</i>	14
II.1.4.3 <i>Class Diagram</i>	15
II.1.4.4 <i>Sequence Diagram</i>	15
II.1.4.5 <i>Deployment Diagram</i>	16
II.1.5 <i>Metode Iterative and Incremental</i>	16
II.1.6 <i>Usability Testing</i>	18
II.1.7 <i>Framework</i>	20
II.1.7.1 <i>Bootstrap</i>	20

II.1.7.2	<i>CodeIgniter</i>	20
II.2	Penelitian Terdahulu	22
II.2.1	Pembangunan Portal <i>Web Crowdsourcing Event</i> Perguruan Tinggi menggunakan Metode <i>Iterative Incremental</i> (Modul Penyelenggara <i>Event</i>). 22	
II.2.2	Pembangunan Portal <i>Web Crowdsourcing Event</i> Perguruan Tinggi menggunakan Metode <i>Iterative Incremental</i> (Modul Peserta <i>Event</i>).	22
II.2.3	Membangun Portal <i>Web Crowdsourcing Event</i> Menggunakan Metode <i>Iterative & Incremental</i> dan Metode Pencarian <i>Vector Space</i> Model. 23	
Bab III	METODE PENELITIAN	24
III.1	Model Konseptual	24
III.2	Sistematika Penulisan	25
III.2.1	Tahap Identifikasi	27
III.2.2	Tahap Pengembangan Sistem	27
III.2.3	Tahap Kesimpulan dan Saran	27
Bab IV	ANALISIS DAN PERANCANGAN	28
IV.1	Analisis Sistem	28
IV.1.1	Analisis Proses Bisnis	28
IV.1.2	Analisis Kebutuhan	30
IV.1.2.1	Aktor	30
IV.1.2.2	Kebutuhan Fungsional Sistem	31
IV.1.2.3	<i>Role</i>	32
IV.1.3	Diagram <i>Use Case</i>	32
IV.1.3.1	<i>Create Event</i>	33
IV.1.3.2	<i>Manage Event</i>	36
IV.1.3.3	<i>Manage Account</i>	41
IV.2	Perancangan	43
IV.2.1	<i>Activity Diagram</i>	43
IV.2.1.1	<i>Create Event</i>	44
IV.2.1.1.1	<i>Create Event</i>	44
IV.2.1.1.2	<i>Delete Event</i>	45

IV.2.1.1.3 <i>Print Laporan</i>	46
IV.2.1.1.4 <i>Input Data Anggota</i>	47
IV.2.1.2 <i>Manage Event</i>	48
IV.2.1.2.1 <i>Create Jobdek</i>	48
IV.2.1.2.2 <i>Create Joblist</i>	49
IV.2.1.2.3 <i>Input Progress</i>	50
IV.2.1.2.4 <i>Permohonan Surat</i>	51
IV.2.1.2.5 <i>Input Surat</i>	52
IV.2.1.2.6 <i>Notulen</i>	53
IV.2.1.2.7 <i>Print Laporan</i>	54
IV.2.1.3 <i>Manage Account</i>	55
IV.2.1.3.1 <i>Change Data Account</i>	55
IV.2.1.3.2 <i>Delete Member</i>	56
IV.2.1.3.3 <i>Melihat Event Lain</i>	57
IV.2.2 <i>Class Diagram</i>	57
IV.2.3 <i>Sequence Diagram</i>	59
IV.2.3.1 <i>Create Event</i>	59
IV.2.3.1.1 <i>Create Event</i>	59
IV.2.3.1.2 <i>Delete Event</i>	60
IV.2.3.1.3 <i>Input Data Anggota</i>	61
IV.2.3.2 <i>Manage Event</i>	62
IV.2.3.2.1 <i>Create Jobdesk</i>	62
IV.2.3.2.2 <i>Create Joblist</i>	63
IV.2.3.2.3 <i>Input Progress</i>	64
IV.2.3.2.4 <i>Permohonan Surat</i>	65
IV.2.3.2.5 <i>Input Surat</i>	66
IV.2.3.2.6 <i>Notulen</i>	67

IV.2.3.3	<i>Manage Account</i>	68
IV.2.3.3.1	Change Data Account	68
IV.2.3.3.2	Delete Member.....	69
IV.2.4	Conceptual Data Model (CDM).....	69
IV.2.5	Physical Data Model (PDM).....	70
Bab V	IMPLEMENTASI DAN TESTING.....	73
V.1	Implementasi	73
V.1.1	Deployment Diagram	73
V.1.2	Implementation Component.....	73
V.2	Testing.....	75
V.2.1	Usability Testing	75
V.2.2	Hasil Pengujian	76
Bab VI	KESIMPULAN DAN SARAN.....	78
VI.1	Kesimpulan	78
VI.2	Saran.....	78
	DAFTAR PUSTAKA	80
	Lampiran A	- 1 -
	Lampiran B.....	- 21 -
	Lampiran C.....	- 34 -