ABSTRACT

DESIGN OF MOBILE-BASED HEALTHY HOUSE INFORMATION SYSTEM USING PROTOTYPE METHOD (Case Study: Candinata Village)

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A habitable house plays an important role in community development in an area. The criteria for a healthy house are the minimum standards that must be met by every family. Candinata Village, Kutasari District, Purbalingga Regency, has a supervisory body, namely the Family Welfare Development (PKK) which has one of the tasks related to the supervision of habitable healthy houses, namely recording the eligibility of houses in the area. Supervision is carried out at each Community Unit (RW) post as many as 12 and Neighborhood Unit posts as many as 24 by visiting residents' homes one by one. However, manual recording takes a long time because the data is written in a recording book before being entered into the computer. To overcome this problem, an accurate data recording and grouping system is needed. The prototype method is used in the development of this system. The communication stage is carried out to collect application requirements from stakeholders. The quick plan stage functions as a quick design for the basis of making a prototype. The quick design modeling stage represents the software aspects that can be seen by users. Furthermore, the construction of prototype stage builds a prototype application design. Finally, the deployment delivery & feedback stage presents the application results to stakeholders, namely the PKK secretary who is a representative of PKK members to get evaluation and improvement. This application was tested using blackbox testing to check its functionality and user acceptance testing to assess its feasibility for use by PKK cadres. The results of the user acceptance testing showed a score of 78.39%, which means that this application is considered "Good" and can be used by PKK cadres in Candinata Village.

Keywords: prototype, design, blackbox, user acceptance testing, healthy home