

ABSTRACT

Si Cantik Bangsa mobile application is an initiative by the Kebumen Regency's Office for Community and Village Empowerment to enhance the active participation of women in village development within Kebumen Regency. However, initial observations have revealed several issues experienced by users, leading to a decline in user accessibility, as these issues prevent them from effectively using the application. The objective of this research is to improve user accessibility, thereby enabling users to utilize the application once again. This study employs the Extreme Programming methodology as an approach to address these challenges, implementing two primary solutions: a system health check and authentication services using Google. The research findings indicate that the implementation successfully improved the user accessibility rate by 56,7%.

Keywords: *mobile application, accessibility, si cantik bangsa, extreme programming, women's participation, village development*