

ABSTRACT

Design And Development Of A Blood Donation Information And Management System Using An Android Mobile Application And The Design Thinking Method

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Blood is one of the most important components in the human body. It plays a key role in delivering nutrients from food, oxygen, and essential hormones throughout the body. Blood donation is a voluntary activity where individuals donate their blood to help those in need. According to the World Health Organization (WHO), every country should have a minimum blood supply equal to 2% of its total population. Based on this standard, Indonesia needs at least 5.5 million blood bags annually. However, as stated by Mr. Ma'ruf Amin during the Social Service Medal Award Ceremony on Monday, August 5, 2024, Indonesia currently has only 91,000 blood bags in stock. One of the major reasons for this shortage is the lack of accessible and efficient information about blood donation events and schedules. This has led to low public interest and awareness about blood donation. To address these issues, this study aims to design an Android-based application that provides clear and transparent information about blood donation events and schedules in Banyumas. The application is developed using the design thinking methodology. The mobile application of blood donor information system is tested using blackbox testing where the results show that this application can run well.

Keyword: Android Mobile Application, Blood Donation, Design Thinking, Information System.