CROWDFUNDING APPLICATION DESIGN FOR WEB AND MOBILE-BASED UTY

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ABSTRACT

The tight competition in the selection of research proposals and the decrease in the nominal value of PKM funding in 2021 have hampered students who want to work because of insufficient funding. In addition, there is no alternative funding media at the Yogyakarta Technological University, so students who lack funding or have not passed the funding selection are hampered from realizing their creative ideas. Another obstacle commonly faced by students in seeking support is the difficulty of means of publication. An application is needed that can be an alternative media for funding and alternative publications. This study aims to produce a crowdfunding application as an alternative media for funding and publication of students' creative ideas at the Yogyakarta Technological University that can reach donors more broadly and make it easier for donors to make donations. In the process of making the system, the data collection method was carried out by interviewing and observing the efforts that could be made by students to obtain funding. To solve this problem, the researchers built a web and mobile-based crowdfunding application using the GIN framework, Flutter framework, Vue framework, and MySQL as databases. The results of this study is a crowdfunding application that is integrated with a payment gateway service to validate donation payments automatically so that it can become an alternative media for funding and publication, as well as making it easier for donors to make donations.

Keywords : Crowdfunding, Application, Website, Mobile.