## IMPLEMENTATION OF A WEB-BASED EXTRACURRICULAR INFORMATION SYSTEM

(Case Study: SMA Negeri 1 Bambanglipuro, Bantul, Special Region of Yogyakarta)

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## **ABSTRACT**

Extracurricular activities are activities held outside of class hours listed in the program according to the school's circumstances and needs in the form of personality development activities. One of the supports for education at school is the existence of extracurricular activities. Extracurriculars aim to be a forum for developing students' abilities, talents and interests. Extracurricular activities at SMA Negeri 1 Bambanglipuro have an important role in developing students' personalities, talents and skills outside of class hours. The problems are in conveying information, difficulties in searching, and managing extracurricular member data. Therefore, the author aims to implement a website-based extracurricular information system at SMA Negeri 1 Bambanglipuro Bantul. The methodology used to solve this problem includes data collection, system analysis, implementation and system testing. In this research the author used the Laravel framework and used the programming languages PHP, CSS, HTML, and used a MySQL database and designed the system using DFD. This system was tested using Black Box Testing and obtained a total of 30 respondents from a questionnaire containing 11 questions with five Likert scales. The UAT calculation obtained a score of 84% for each existing process. It can be concluded that this system makes it easier for users to manage extracurricular information and data, and can display extracurricular schedules and extracurricular member data directly.

Keywords: Information System; Extracurricular; Web