

ABSTRACT

SMP Negeri 3 Karanglewas still manages member data, books, and the process of borrowing and returning books manually by recording all activities, such as types of books, borrowing, returning, and fines, in a ledger. This manual process involves handwritten notes, which may be prone to errors and take a long time. This often causes data errors, late reports, and less than optimal member service. So I propose to design a prototype of a library information system at SMP Negeri 3 Karanglewas with research stages such as problem identification, data collection, system analysis and design, system prototype creation and testing. according to needs, with the hope that this prototype can be applied in the school library. The library information system to be created aims to minimize these errors with DFD, Ladder Diagram, and ERD, as well as Draw.io and MySQL software. This prototype produces a web-based library information system with features such as member data, book data, bookshelf data, book category data, officer data, fine data, book borrowing, book returns, and reports. These features are expected to improve the performance of the school library, and some additional features can be added in the design of the prototype of this system.

Keywords: *Design, Library Information System, Web, SMP Negeri 3 Karanglewas.*