

## **ABSTRACT**

*The purpose of this research is to create a village light controller system so that controlling the village lights is not only done manually but can be done via the web using a local network. Control of electrical equipment, especially lights or lighting, is important in managing energy in a place. With the web-based lighting control system, the community can increase the efficiency of using electrical energy. This control uses arduino uno which can be controlled via the web and can also be manually using a push botton.*

*The development of this tool-making system will later use the Prototype Model method. The prototype method is a system life cycle method which is based on the concept of a working model, the goal is to develop the model into a final system and save time. In this case, a tool that is capable of controlling web-based village lights using a local network is designed and can also be controlled manually via a push button.*

*Keywords: Prototype Model, Controller, Arduino Uno.*