

COMPUTER MONITOR SELECTION DECISION SUPPORT SYSTEM USING WEB-BASED SIMPLE ADDITIVE WEIGHTING (SAW) METHOD

ABSTRACT

A computer is an electronic device that can manipulate information by storing, retrieving, and processing data. Data processing is done using software and hardware. Software is a part of a computer system that does not have a physical form and is invisible because it is a collection of electronic data that is stored and regulated by a computer in the form of a program that can execute a command. Hardware is part of a computer system which is a device that can be physically touched and seen as well as a device that carries out instructions from software. Computer monitor is one of the hardware in the output process and its function is as a viewer of various kinds of data that is processed in the computer. Computer monitor technology is growing in line with user needs. In today's era, computer monitors are widely used for graphic design and e-sports. The use of a monitor in graphic design requires a monitor that has a high resolution and lots of pixels. While the use of a monitor in e-sport requires a monitor that has a high resolution, high response time, high refresh rate. The selection of a computer monitor using the Simple Additive Weighting (SAW) method can determine the best choice based on the user's wishes.

Keywords: Computer, Monitor, SAW