INFORMATION SYSTEM OF SCHEDULE AND CHAMPION'S DATA OF BIRD CONTEST IN BOYOLALI WEBSITE BASED

Arranged as requisite to complete scholar program in Informatics Enginering of Communication and Informatics Faculty

By :

MUCH CHADZIQ CHARISMA

L 200 112 008

STUDY PROGRAM OF INFORMATICS ENGINERING
FACULTY OF COMMUNICATION AND INFORMATICS
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SCIENTIFIC PUBLICATION

By:

MUCH CHADZIQ CHARISMA

L 200 112 008

Has been examined and agreed to be examined by :

Lecturer of Counselor

Dr. EndahSudarmilah, ST. M.Eng

NIK. 969

PAGE OFAUTHENTICATION

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BY

MUCH CHADZIQ CHARISMA

L 200 112 008

Has been pretend in front of Examiner Council

Faculty of Communication and informatics

Muhammadiyah University of Surakarta

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Dean
Faculty of Communication and Informatics

Nurgiyatna, S.T., M.Sc., Ph.D.
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Head
Study Program of Informatics Enginering

Dr. HeruSupriyono, M.Sc
NIK. 970

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L 200 112 008

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FAKULTAS KOMUNIKASI DAN INFORMATIKA
PROGRAM STUDI INFORMATIKA
Jl. A Yani Tromol Pos 1 Pabelan Kartasura Telp. (0271)717417, 719483 Fax (0271) 714448
Surakarta 57102 Indonesia. Web: http://informatika.ums.ac.id. Email: informatika@ums.ac.id

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NIM	:	L200112008
Judul	:	**INFORMATION SYSTEM OF SCHEDULE AND CHAMPION'S DATA OF BIRD CONTEST IN BOYOLALI WEBSITE BASE**
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INFORMATION SYSTEM OF SCHEDULE AND CHAMPION'S DATA OF BIRD CONTEST IN BOYOLALI WEBSITE BASE

Abstract

Along with the rapidly growing technology, many people who almost every day use a smartphone to view various information. Fans of birds chirping for example, to find out the schedule and champion bird contest most bird contest organizers in Boyolali post the results of bird contest on facebook or not at post at all. So for birds chirping fans who follow the race will also be difficult to get the information about the contest organizers of birds, both the contest schedule information and the list of champion contest birds. In order to facilitate birds chirping fans in Boyolali, it is necessary to conduct research to build Information Systems Schedule and Data Champion Bird Contest in Boyolali in order to become a useful information media for organizers and fans of bird contest in Boyolali. Research method that will be used to finish this final project is System Development Life Cycle (SDLC) methodology such as problem study, observation, literature study, system design, and the last one is implementation. For the design of this information system that is Windows 10, Adobe Photoshop, PHP and MySQL. The results of the research information system schedule and data champion can help fans contest birds get information about the bird contest in Boyolali and can facilitate the contest organizers expose the schedule and data champion bird contest in Boyolali. can be seen from the results of a questionnaire that agrees the tourist information system this.

Keywords: Information System, Schedule, Data Champion, Website

1. INTRODUCTION

Recently in the technology era, information is needed to be very fast spread to the others particularly information about bird contest in Boyolali. Almost the bird lovers access the information everyday about the schedule and the champion's data in social media. The bird contest committee still on their way to use social media to expose the information about the schedule and the champion's data in the bird contest. Based on that reason, it's very important to give an information clearly and completely so it's not only focus on social media. They need information based on website which can be access by the committee of the bird contest in Boyolali. So it can be more easier to give the information about the schedule and the champion's data of the bird contest. It means that the bird contest lover can get information actually in this system.

Less information about the bird contest in Boyolali makes the bird contest committee difficult to share the information needed by bird contest lover. Based on that reason, the writer take the problem's formula as :How to make a system to help the bird contest committee share the information about the contest easily, how to make an information

INFORMATION SYSTEM OF SCHEDULE AND CHAMPION'S DATA OF BIRD CONTEST IN BOYOLALI WEBSITE BASED

Abstrak

Seiring dengan perkembangan teknologi yang semakin pesat, banyak orang yang hampir setiap hari menggunakan *smartphone* untuk melihat berbagai informasi. Penggemar kicau burung misalnya, untuk mengetahui jadwal dan juara kontes burung kebanyakan penyelenggara kontes burung di Boyolali memposting hasil kontes burung di *facebook* atau tidak di posting sama sekali. Jadi untuk penggemar kicau burung yang mengikuti lomba juga akan kesulitan untuk mendapatkan nformasi mengenai penyelenggara kontes burung tersebut, baik informasi jadwal kontes maupun daftar juara kostes burung. Guna memudahkan penggemar kicau burung di Boyolali, maka perlu diadakan penelitian untuk membangun Sistem Informasi Jadwal dan Data Juara Kontes Burung di Boyolali agar dapat menjadi media informasi yang berguna bagi penyelenggara maupun penggemar kontes burung di Boyolali. Metode penelitian yang akan digunakan untuk menyelesaikan tugas akhir ini adalah metodologi *System Development Life Cycle* (SDLC) seperti studi masalah, observasi, studi pustaka, perancangan sistem, dan yang terakhir yaitu implementasi. Untuk perancangan sistem informasi ini yaitu *Windows 10*, *Adobe Photoshop*, *PHP* dan *MySQL*. Hasil dari penelitian sistem informasi jadwal dan data juara ini dapat membantu pengggemar kontes burung mendapatkan informasi seputar kontes burung di Boyolali dan dapat memudahkan penyelenggara kontes burung mengekspose jadwal dan data juara kontes burung di Boyolali, dapat dilihat dari hasil kuisioner yang setuju adanya sistem informasi tempat wisata ini.

Kata Kunci : Sistem Informasi, Jadwal, Data Juara, Website

Abstract

Along with the rapidly growing technology, many people who almost every day use a smartphone to view various information. Fans of birds chirping for example, to find out the schedule and champion bird contest most bird contest organizers in Boyolali post the results of bird contest on facebook or not at post at all. So for birds chirping fans who follow the race will also be difficult to get the information about the contest organizers of birds, both the contest schedule information and the list of champion contest birds. In order to facilitate birds chirping fans in Boyolali, it is necessary to conduct research to build Information Systems Schedule and Data Champion Bird Contest in Boyolali in order to become a useful information media for organizers and fans of bird contest in Boyolali. Research method that will be used to finish this final project is System Development Life Cycle (SDLC) methodology such as problem study, observation, literature study, system design, and the last one is implementation. For the design of this information system that is Windows 10, Adobe Photoshop, PHP and MySQL. The results of the research information system schedule and data champion can help fans contest birds get information about the bird contest in Boyolali and can facilitate the contest organizers expose the schedule and data champion bird contest in Boyolali, can be seen from the results of a questionnaire that agrees the tourist information system this.

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1. INTRODUCTION

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Less information about the bird contest in Boyolali makes the bird contest committee difficult to share the information needed by bird contest lover. Based on that reason, the writer take the problem's formula as :How to make a system to help the bird contest committee share the information about the contest easily, how to make an information resources that can be accessed by the bird contest lover to look for about the information.

The system information's goal is to make the bird contest committee give the information about the schedule and the champion's data easily to bird contest lover.The benefits which can reach in this system is give an easy access to the bird contest committee in Boyolali to share the information about the bird contest and give an easy access to the bird contest lover to get information about the bird contest.

2. METHOD

The information system is made for sharing the schedule and the champion's data easily by the committee. The research method which used to complete the final project is development system lyfe cycle (SDLC) methodology which has step inside. SDLS method has step sequentially from beginning to the end. The most important step is needed specification step and information system plan which are used correctly and sequentially. If the step has done, the next step is studied again in order to avoid a mistake.

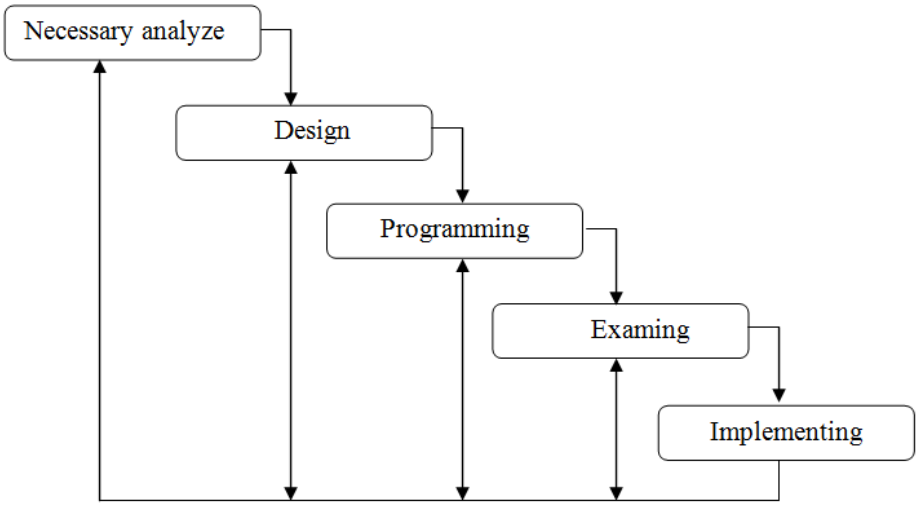


Figure 1. Flow diagram of SDLC research

At the beginning of the research, the writer collects the information and the data then continued by processing design refers to analyze and necessary in making system of information. The first step in this research analyzes necessary in making the system. And then continued to the next step (making the system) which is appropriated with the grand design. The next step is examining the appearance of the system when it is running. Analyze a system must have functionality like user interface which is easy to use by user.The functions are input, update and delete. The information system can give a report from processing data which is done by user.

Application planning uses reference and Figure from application system and used to identify grand design to make an application. First step is making use case diagram. Second is deciding the actor. Third is deciding the requirement which is used to identify what the use case need in application system of schedule and champion's data in the bird contest in Boyolali.

Use case diagram consist of scenario. User can see to the system which is made. User can access schedule/ brochure of the competition. User can access contest's result easily. User get the information their needed.

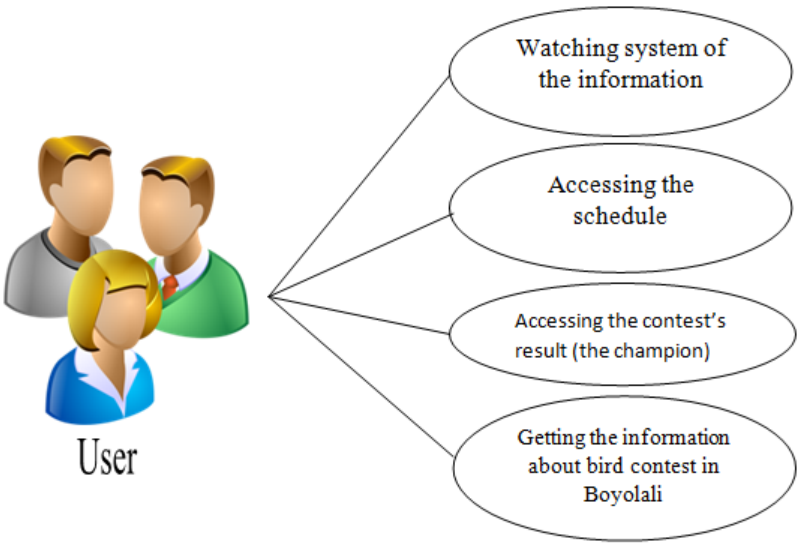


Figure 2. Use Case User Application

In this way, use case Diagram of admin application is only has two scenarios. They are Log In and enter system, managing data from the system, watching all data, editing, updating news about bird contest, uploading the schedule, inputting the champion's data, deleting some information, brochure and log out from the system.

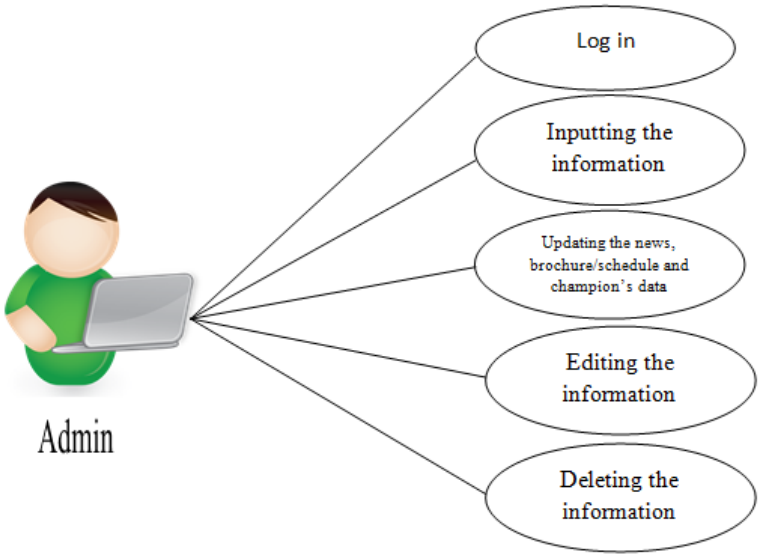


Figure 3. Use Case Admin Application

To finish the final project entitled system of information about schedule and champion's data in the bird contest in Boyolali based on website the writer start from March 2018. Research and examine to the final project take place in Muhammadiyah University of Surakarta. The assessment of the application is through internal way which use web browser. While from the external way, the writer use questioner. The questioner used to know the

feedback from the user about the system. This questioner is used to know the successfully of the application.

Activity diagram shows workflows inside the system which is planned. How the flow begin on its own flow. Decision that will be happened and how can they stop. Diagram of activity is particular of state diagram. Almost state is an action and the other is a transition which is trigged by the state before. The activity diagram is explained on Figure 4, and for admins in Figure 5 to 7

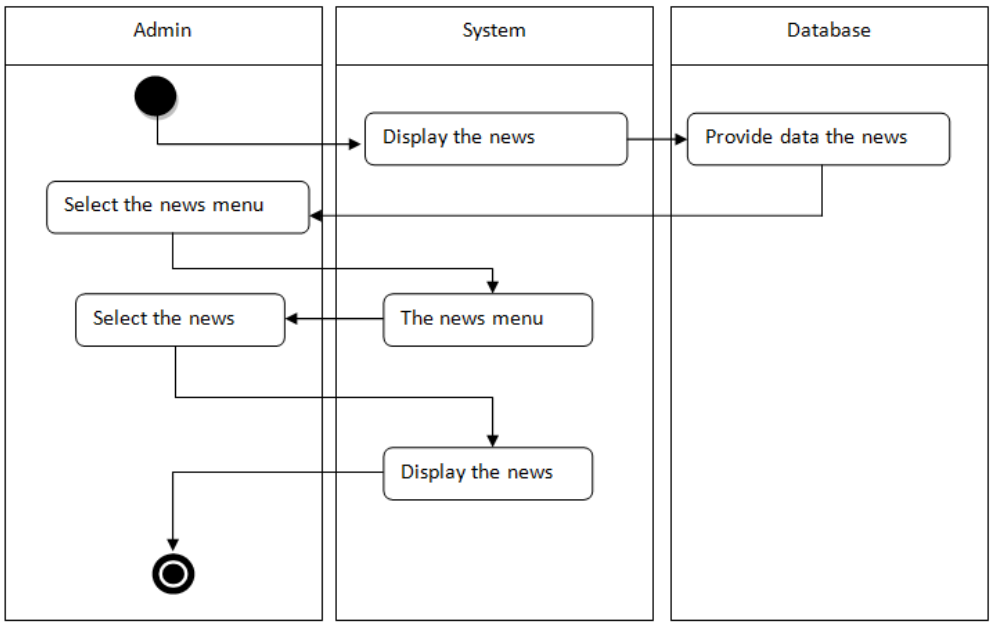


Figure 4. Activity Diagram Userview the news, brochure/schedule, champion's data

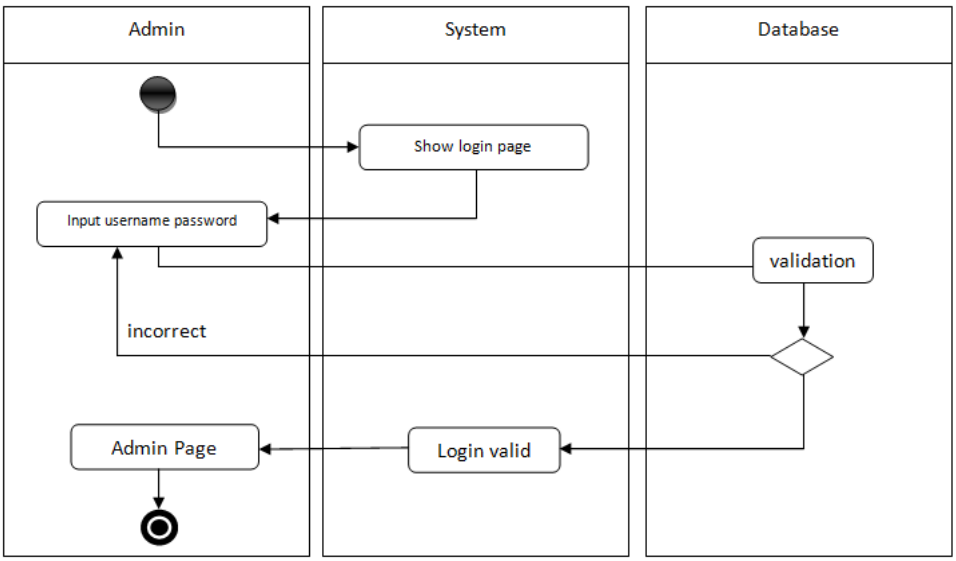


Figure 5. Activity Diagram Admin Login

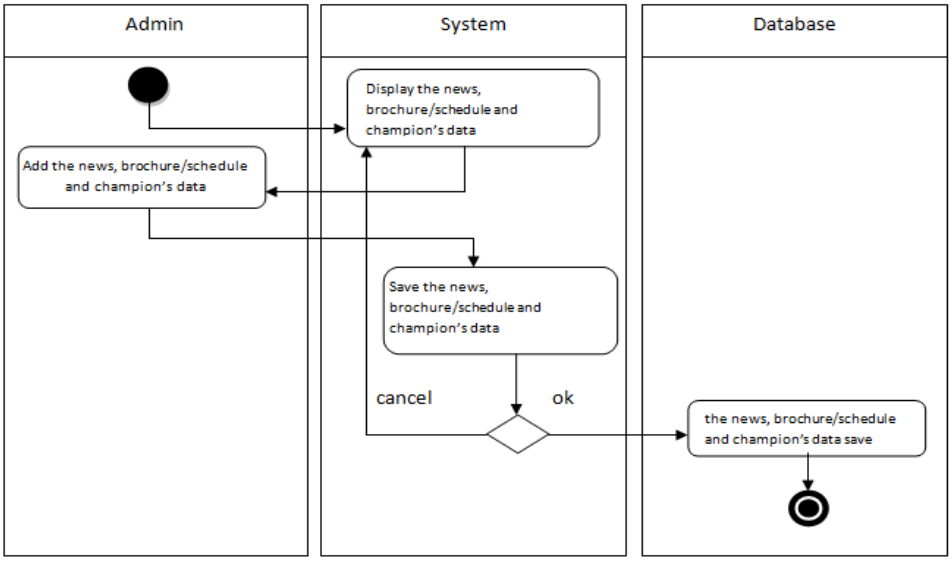


Figure 6. Activity Diagram Add the news, brochure/schedule and champion's data

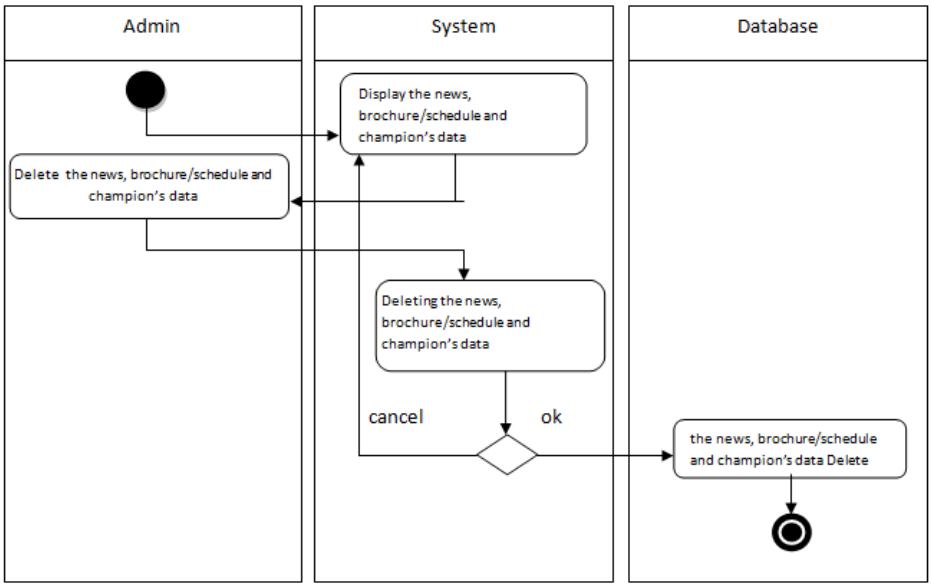


Figure 7. Activity Diagram Delete the news, brochure/schedule and champion's data

Appearance planning on the first page is the appearance that will appear when the website opened for the first time or accessed by user. Figure8 shows to usabout Mock Up from interface system of user planning.

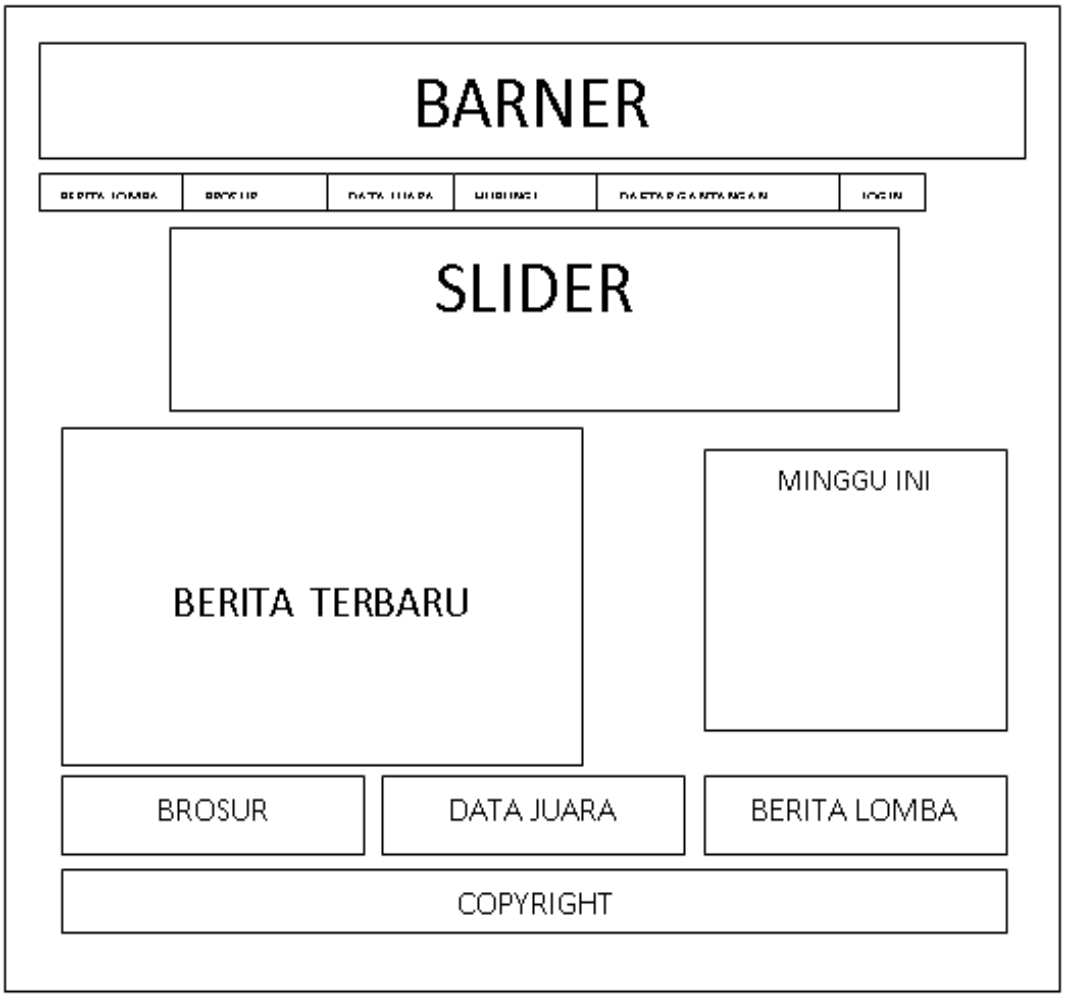


Figure 8. Design of Home Page

The Information system use HTML. It uses to make first page in website more attractive and functional. It shows information in web browser. Javascript as validation has proceeded to check the form. PHP is used to make good web planning and run automatically. The use of CSS is to control the Figure's size, text color of the body, border size, border's color, and hyperlink's color, space size between paragraph, margin line and the other parameter and MySQL inside the application. MySQL has a function as a database to make system application of schedule and champion's data in Boyolali.

Examine method which is used in this research is Black Box testing and usability examine. Black box testing or functional test is watching the result of the execution through data and look for functional from the application which is developed. Usability testing is testing step where the product used by the other to reach the goal. They are more effective, more efficient and satisfy the user.

Information system about schedule and the champion's data of the bird contest in Boyolali will be implemented good with the web site which is hosted. The user/ bird contest lover will access the information shared by the committee of bird contest in the website.

3. RESULT AND DISCUSSION

Information Application system is implemented to use macromedia Dreamweaver with programming language HTML, Javascript, PHP and use MySQL to save the data. The result is an information application program of schedule and champion's data in Boyolali.

The main page is a page which appears when user entering the URL addresses in this application. The page consists of several menu such as ; searching an article menu of bird contest, news, brochure, list of the participant, admin login and website information. The page can be seen on Figure 9.

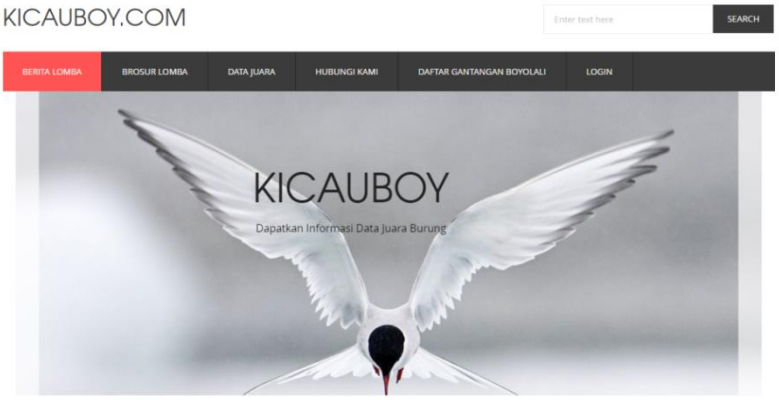


Figure 9. Home Page

The page will show indexes of the newest post in Boyolali to user when he/she chooses news. Inside the indexes, there is information about bird contest in Boyolali. User can choose the title of the contest inside news indexes. In this section, the user can give a feedback such comment under the article. Inside brochure menu the user can see the appearance about bird contest brochure and scheduleof bird contest in Boyolali. The next page is champion's data of bird contest page. In this page user can see the newest information about the champion of the bird contest in Boyolali. And then user can see the number of the participant in bird contest. In this page user can see the schedule of the bird contest around Boyolali regency and schedule of practice bird contest.

The next page is Log in page. Its only the admin who can access the website of the bird contest in Boyolali. Inside the dashboard admin can give his/her contribution to manage the data such as ; update, delete, edit the information around the contest, schedule of the contest and champion's data around Boyolali regency. Figure of 10 and 11 shows the log in page and admin's page.

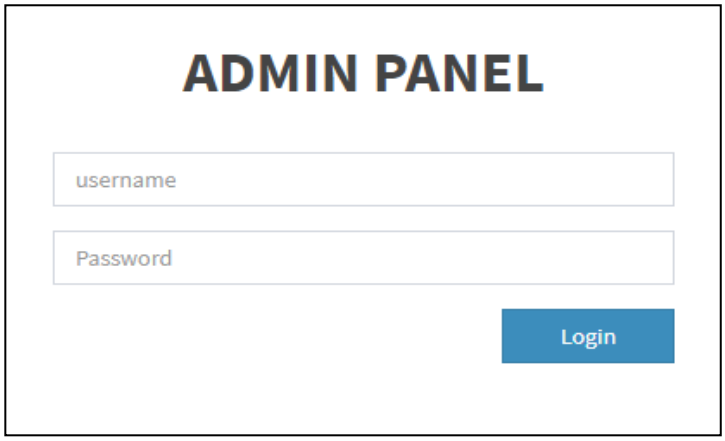


Figure 10. Admin Login Page

Figure 11. Admin Page

3.1 The Black Box Testing

Application of information system and champion's data in bird contest in Boyolali Regency uses data and idea fromthe user. Table 1 below explains the testing of black box.

Table 1. Black box testing

Case of Test Result			
Page	Input data	Which are expected	Conclusion
Login	User and password registered User: admin Password: admin	Listed on *Combo Box*Userand*textbox password*	[√] success [ ] gagal
	Click Login / Press Enter	Can enter the main form for registered Users	[√] success [ ] failed
News	Click Add News	Can get into the form added news	[√] success [ ] failed
	Fill in the headline, fill out the description of the competition news article, upload the tubnile image, select (yes) to publish this post, and Click Save	Shown Success and published article	[√] success [ ] failed
Competition Brochure	Click Add Competition Brochure	Can enter the form added competitionbrochures	[√] success [ ] failed
	Fill in the title of the competition brochure, fill out the description of the competition brochure article, upload the tubnile image, select (yes) to publish this post, and Click Save	Shown Success and published article	[√] success [ ] failed
Data Champion's	Click Add Data Champion's	Can get into the form added Data Champion	[√] success [ ] failed
	Fill in the title of the competition brochure, fill out the description of the competition brochure article, upload the tubnile image, select (yes) to publish this post, and Click Save	Shown success and published article	[√] success [ ] failed

3.2 Usability Testing

Application of information system about schedule and champion's data of bird contest in Boyolali regency is a result of recapitulation and analysis the questionnaire's question shared to the fans of birds contest area of Boyolaliin order to get accuracy and variety data. Based on the questionnaire's question shared to the respondent, the writer get advice and critic about the application from them.

In the questionnaire has 8 respondent statement and the answer. The answer is sangat setuju (SS) with 5 point, setuju (S) 4 point, netral (N) 3 point,Tidak Setuju (TS) 2 point,and Sangat Tidak setuju (STS) 1 point.

Interpretation percentage (%) = $\frac{\text{Skor (S)}}{\text{Smax}}$ x100% = (1)

Ideal score / maximum score (Smax)= 5x n =5n (SS) (2)
Minimum score (Smin)= 1 x n =n(STS), n is the respondent's number (3)
Score (S) = ∑ (the numbers of respondent x quality of the answer).

To measure the interpretation percentage, the writer uses interval scale as below:

0 % up to 20 % : very low
21 % up to 40 % : Low
41 5 up to 60 % : Sufficient
61 % up to 80 % : Good
81 % up to 100 % : Excellent

To calculate respondent percentage value, the writer uses the formula as below (with assumption 1 respondent):

Known:

Example of data

score(s) = 40

Smax = 50

PI $=\frac{40}{50}$ x 100%= 80% (4)

Testing answer = Setuju (80% derived from 61 %- 80 % = S)
From those, the writer concludes that respondent percentage deal with Setuju is 80%.

Table 2. Recapitulation of Correspondent Questionnaire

No	Question	Answer					Score (S)	Interpretation percentage (P)
		SS (5)	S (4)	N (3)	TS (2)	STS (1)		
1	After operating the system of information in the website, Is the website easy to use?	1	8	1	-	-	40	80%
2	Is the appearance of the website attractive?	1	5	4	-	-	37	74%
3	Is the material shown in the website easy to read?	1	7	2	-	-	39	78%
4	Is the website shown clear information to the reader?	5	2	3	-	-	42	84%
5	Is the menu listed in the website complete?	1	6	3	-	-	38	76%
6	Is the system access fast enough?	-	6	4	-	-	36	72%
7	Does the information in the website help the reader easy to find the information about bird contest in Boyolali?	3	4	3	-	-	43	86%
8	Is the website system good to use?	2	7	1	-	-	42	84%

Glosary:

P1 : the system is easy to use.

P2 : The appearance is good.

P3: The content is easy to understand.

P4 : The result shown by the system is clear.

P5 : The menu is complete.

P6 : The system access is fast.

P7 : The system helps the reader to find a job.

P8 : The system is proper to use.

Explanation :

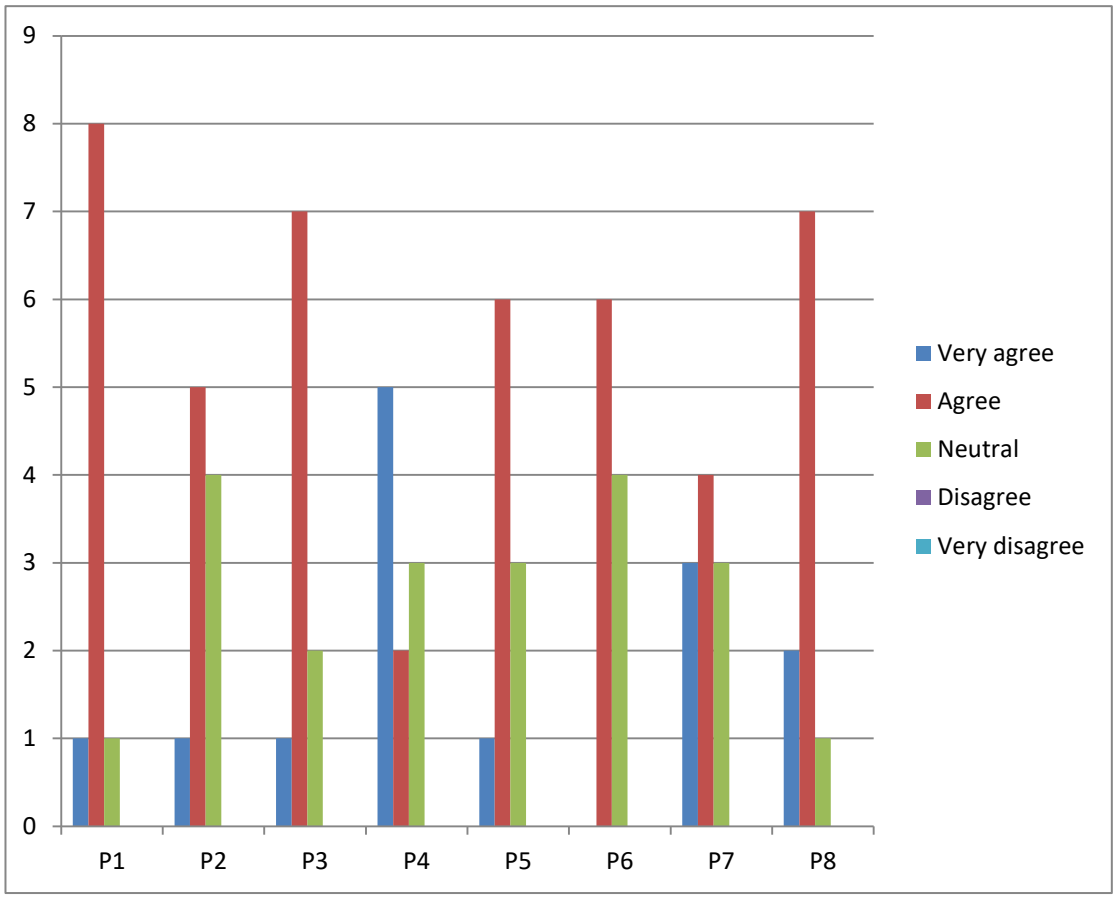
5 = Sangat Setuju (SS) / Very agree

4 = Setuju (S) / Agree

3 = Netral (N)/ Neutral

2 = Tidak Setuju(TS)/Disagree

1 = Sangat Tidak Setuju (STS) / Very disagree



Graph 1. Assessment Against the System

Glosary:

P1 : the system is easy to use.

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Explanations:

1. The question of the reader after reading the website. Is the system easy to use? 1 respondent stated sangat setuju (SS), 8 respondent stated setuju (S), 1 respondent stated neutral (N). Interpretation percentage is 80%. It proves that the system is easy to use.

2. Based on your view, Is the appearance of the website attractive? 1 respondent stated sangat setuju (SS), 5 respondent stated setuju (S), 4 respondents stated neutral (N). Interpretation percentage is 74%. It proves that the sweb system is attractive.
3. Is the website of bird contest in Boyolali easy to understand? 1 respondent stated sangat setuju (SS), 7 respondent stated setuju (S), 3 respondent stated netral (N). Interpretation percentage is 78%. It proves that the system is easy to understand.
4. Is the website shown clear information to the reader? 5 respondent stated sangat setuju (SS), 2 respondent stated setuju (S), 3 respondents stated neutral (N). the interpretation percentage is 84 %. It proves that the web system is clear enough.
5. Is the menu shown in page complete? 1 respondent stated sangat setuju (SS), 6 respondents stated setuju (S), 3 respondents stated neutral (N). interpretation percentage is 76%. It proves that the menu shown in the page is complete.
6. Is the access menu fast enough? 6 respondents stated setuju (S), 4 respondents neutral (N). The interpretation percentage is 72%. It proves that the system is fast enough.
7. Does the application give the good information about bird contests completely? 3 respondent stated sangat setuju (SS), 4 respondent stated setuju (S), 3 respondents stated neutral (N). The interpretation percentage is 86%. It proves that the website system is informative.
8. Is the website proper to use? 2 respondents stated sangat setuju (SS), 7 respondents stated setuju (S), 1 respondent stated netral (N). Interpretation percentage is 80%. It proves that the system is proper to use.

4. CLOSING

The website of information system in the bird contest in Boyolali can give benefit to the bird contest's lover when they search the information about it in Boyolali Regency. The icons inside the information system about the schedule and the champion's data in the bird contest in Boyolali Regency has been cover base necessary in inputting and managing the data. The website can be reference for the bird contest lover to get information around the contest easily in Boyolali.

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