

**PROYEK PEMBANGUNAN SISTEM INFORMASI KEGIATAN
KEMAHASISWAAN BERBASIS WEBSITE DENGAN
FRAMEWORK LARAVEL
(Studi Kasus Beasiswa Fakultas Ilmu Komputer
Universitas Pembangunan Nasional “Veteran” Jakarta)**

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ABSTRAK

Perkembangan teknologi informasi telah mendorong digitalisasi dalam berbagai aspek, termasuk dalam pengelolaan kegiatan kemahasiswaan di perguruan tinggi. Salah satu kegiatan yang memiliki peran penting di Fakultas Ilmu Komputer Universitas Pembangunan Nasional "Veteran" Jakarta adalah beasiswa. Namun, mekanisme penyebaran informasi terkait beasiswa masih kurang efektif, karena hanya mengandalkan grup chat dan media sosial yang sering kali menyebabkan mahasiswa melewatkan informasi penting. Penelitian tersebut bertujuan merancang dan mengembangkan Sistem Informasi Kegiatan Kemahasiswaan Berbasis Website untuk meningkatkan aksesibilitas informasi beasiswa bagi mahasiswa. Sistem ini dikembangkan menggunakan framework Laravel, dengan menerapkan metode Agile Scrum, yang memungkinkan proses pengembangan dilakukan secara iteratif dan kolaboratif antara tim pengembang dan pemangku kepentingan. Pengujian sistem dilakukan dengan menggunakan metode black box testing, yang menunjukkan bahwa seluruh fitur telah berfungsi sesuai dengan kebutuhan pengguna. Dengan adanya sistem ini, diharapkan penyebaran informasi dan proses pendaftaran beasiswa dapat dilakukan secara lebih efektif, terstruktur, dan mudah diakses oleh seluruh mahasiswa.

Kata Kunci: Sistem Informasi, Kegiatan Kemahasiswaan, Beasiswa, Laravel, Agile Scrum.

**PROJECT DEVELOPMENT OF A WEB-BASED STUDENT ACTIVITY
INFORMATION SYSTEM USING THE LARAVEL FRAMEWORK
(A Case Study of Scholarship at the Faculty of Computer Science,
Universitas Pembangunan Nasional "Veteran" Jakarta)**

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ABSTRACT

The development of information technology has encouraged digitalization in various aspects, including in the management of student activities in higher education. One of the activities that has an important role in the Faculty of Computer Science, National Development University “Veteran” Jakarta is scholarships. However, the mechanism for disseminating information related to scholarships is still ineffective, because it only relies on chat groups and social media which often causes students to miss important information. The research aims to design and develop a Website-Based Student Activity Information System to increase the accessibility of scholarship information for students. This system was developed using the Laravel framework, by applying the Agile Scrum method, which allows the development process to be carried out iteratively and collaboratively between the development team and stakeholders. System testing was conducted using the black box testing method, which showed that all features had functioned according to user needs. With this system, it is hoped that the dissemination of information and the scholarship registration process can be carried out more effectively, structured, and easily accessible to all students.

Keywords: Information System, Student Activities, Scholarships, Laravel, Agile Scrum.