

ABSTRAK

Rancang Bangun sistem informasi pendaftaran pemakaman berbasis mobile di TPU Cipayung Jakarta Timur dilatarbelakangi oleh sistem Pendaftaran makam yang masih dilakukan secara manual, Berdasarkan hasil wawancara dengan pihak Admin TPU Cipayung di mana pihak ahli waris diwajibkan datang langsung ke kantor TPU dengan membawa sejumlah berkas fisik berupa fotokopi Kartu Tanda Penduduk (KTP), Kartu Keluarga (KK), surat kematian, serta surat keterangan dari kelurahan setempat. Mekanisme semacam ini dinilai kurang efisien karena menyita banyak waktu dan biaya, di samping berpotensi membuka celah bagi praktik percaloan yang merugikan masyarakat, padahal berdasarkan Peraturan Daerah DKI Jakarta Nomor 3 Tahun 2007, layanan pemakaman pada TPU resmi seharusnya diberikan secara cuma-cuma (gratis) tanpa dipungut biaya apa pun. Penelitian ini bertujuan untuk merancang dan membangun sistem informasi Pendaftaran pemakaman berbasis mobile yang dapat mempermudah proses pendaftaran makam, biodata ahli waris, serta verifikasi data oleh petugas pelayanan pemakaman. Metode pengembangan sistem yang digunakan adalah Extreme Programming (XP) yang menekankan pada iterasi cepat, komunikasi intensif, dan perbaikan berkelanjutan. Tahapan penelitian meliputi perencanaan sistem, analisis kebutuhan, perancangan, pengkodean, pengujian, dan refactoring. Sistem dikembangkan menggunakan teknologi mobile dengan Firebase sebagai basis data untuk mendukung penyimpanan dan sinkronisasi data secara real-time. Hasil penelitian menunjukkan bahwa sistem yang dibangun mampu membantu ahli waris dalam melakukan Pendaftaran pemakaman serta memudahkan admin dalam memverifikasi. Dengan demikian, sistem ini diharapkan dapat meningkatkan kualitas pelayanan Pendaftaran pemakaman di TPU Cipayung Jakarta Timur.

Kata Kunci : Pendaftaran Pemakaman, Sistem Informasi, Extreme Programming, Firebase.

ABSTRACT

The design and development of a mobile-based cemetery registration information system at TPU Cipayung, East Jakarta, is motivated by the fact that the cemetery registration process is still carried out manually. Based on interviews conducted with the Administrator of TPU Cipayung, heirs are required to visit the cemetery office in person, bringing a number of physical documents such as photocopies of an Identity Card (KTP), Family Card (KK), a death certificate, and a supporting letter from the local sub-district office (kelurahan). This mechanism is considered inefficient, as it consumes considerable time and cost, and it also creates opportunities for illegal brokerage practices that are detrimental to the public, even though, under DKI Jakarta Regional Regulation Number 3 of 2007, burial services at official public cemeteries are supposed to be provided free of charge, without any fees whatsoever. This study aims to design and develop a mobile-based cemetery registration information system capable of simplifying the process of grave registration, entry of heirs' biodata, and data verification by cemetery service officers. The system development method used is Extreme Programming (XP), which emphasizes rapid iteration, intensive communication, and continuous improvement. The research stages include system planning, requirements analysis, design, coding, testing, and refactoring. The system was developed using mobile technology with Firebase as the database to support real-time data storage and synchronization. The results show that the developed system is able to assist heirs in carrying out cemetery registration and to make it easier for the administrator to verify data. Thus, this system is expected to improve the quality of cemetery registration services at TPU Cipayung, East Jakarta.

Keywords: Cemetery Registration, Information System, Extreme Programming, Firebase.