

RANCANG BANGUN SISTEM INFORMASI PORTOFOLIO DAN
MARKETPLACE GRAFIS TRADISIONAL (GAMBAR TANGAN) BERBASIS
WEB

ZIKRY KURNIAWAN

ABSTRAK

Salah satu pemanfaatan kemajuan teknologi informasi di bidang seni adalah dengan menggunakan *website* sebagai wadah portofolio bagi para pelaku kreatif. Akan tetapi *website* yang ada saat ini hanya berfokus pada karya grafis digital. Belum ada *website* yang mampu menjadi wadah portofolio dan *marketplace* bagi para kreator grafis tradisional (gambar tangan) dalam memajang karya mereka, yang sekaligus mampu menangani proses transaksi jual beli karya antara kreator dengan klien melalui sistem *online*. Maka dari itu penelitian ini bertujuan untuk membangun sistem informasi portofolio dan *marketplace* grafis tradisional (gambar tangan) yang mampu menjadi wadah portofolio karya para kreator serta mampu menangani proses transaksi jual beli karya antara kreator dengan klien melalui sistem *online*. Metode pengumpulan data yang digunakan adalah metode wawancara dan studi pustaka. Sedangkan untuk metode pengembangan sistem menggunakan metode *waterfall*. Bahasa Pemrograman yang digunakan adalah PHP dan MySQL sebagai DBMS. Berdasarkan hasil pengujian yang telah dilakukan melalui pengujian *blackbox* dengan hasil bahwa fungsionalitas sistem sudah berjalan sebagaimana mestinya dan kuesioner pengujian dengan hasil rata-rata nilai kepuasan pengguna tertinggi mencapai 3.4 dari nilai skala maksimal 4. Maka diperoleh kesimpulan bahwa Kreator dapat membangun portofolio karyanya serta mempromosikan karyanya melalui sistem serta telah dirancang dan dibangun sistem informasi portofolio dan *marketplace* grafis tradisional (gambar tangan) berbasis web yang mampu menangani proses transaksi jual beli karya antara kreator dengan klien melalui sistem *online*.

Kata Kunci: *sistem informasi, portofolio, marketplace, waterfall, MySQL, PHP.*

*DESIGN AND DEVELOPMENT OF WEB-BASED PORTFOLIO AND
MARKETPLACE TRADITIONAL GRAPHIC (HAND-DRAWING) INFORMATION
SYSTEMS*

ZIKRY KURNIAWAN

ABSTRACT

One of the uses of information technology advances in the arts is to use the website as a portfolio for creative actors. However, the current website only focuses on digital graphics. There is no website capable of becoming a portfolio and marketplace forum for traditional graphic creators (hand drawings) in displaying their work, which is also able to handle the process of buying and selling transactions between creators and clients through an online system. Therefore this study aims to build a portfolio information system and traditional graphic marketplace (hand drawing) that is able to become a portfolio of works by creators and is able to handle the process of buying and selling transactions between creators and clients through an online system. Data collection methods used are interview methods and literature studies. While for system development methods use the waterfall method. In this system there are three users including Admin, Creator, and Client. The programming language used is PHP and MySQL as a DBMS. Based on the results of testing that has been done through blackbox testing with the result that the system functionality is running as it should and the test questionnaire with the results of the highest user value reaches 3.4 from the maximum scale value of 4. Then It was concluded that Creator could build a portfolio of his work and promote his work through the system and designed and built a web-based portfolio and traditional graphic (hand-drawing) marketplace information system that was able to handle the process of buying and selling transactions between creators and clients through an online system.

Keyword: *Information systems, portfolio, marketplace, waterfall, MySQL, PHP.*