

## **ABSTRACT**

*PT Motekar Edukasi Indonesia offers case study-based training that can be customized to suit individual and group needs. Although the company uses computers for its payroll system, the use of Microsoft Excel to record employee salaries has proven to be less effective and efficient. Therefore, it is necessary to create a payroll system that meets the demands of human resource management, especially in terms of accuracy and efficiency.*

*In designing a payroll information system by utilizing the Scrum method, this approach begins with setting priorities for application work features that will then be worked on by the team. This work process is repeated in each Sprint, with updates and improvements to the product based on input and feedback each time the Sprint is completed. The Scrum method emphasizes team collaboration, transparency, and flexibility for rapid response to changing user needs.*

*In the system testing phase, it was found that the blackbox test results reached 100%, while the score obtained from the user test was 91%. From this evaluation, it can be concluded that the design of the application system has met the needs of users. The results of designing and testing this payroll application provide an alternative that can provide support to PT Motekar Edukasi Indonesia in the payroll process to employees.*

*The conclusion of the system implementation shows that the system is in accordance with the needs and can improve operational performance, salary calculation accuracy, and user satisfaction levels. However, it is important to continue to pay attention to user training and system maintenance for continued success. Suggestions for future research involve expanding integration with external data sources, developing a more robust reporting module, and enhancing security features to protect users' personal data.*

**Keywords: Payroll, PT Motekar Edukasi Indonesia, Scrum, Information System.**