

DAFTAR ISI

| | |
|--|----------|
| LEMBAR PERNYATAAN | ii |
| LEMBAR PENGESAHAN | iii |
| ABSTRAK | iv |
| <i>ABSTRACT</i> | v |
| LEMBAR PERSEMBAHAN | vi |
| KATA PENGANTAR..... | viii |
| DAFTAR ISI..... | ix |
| DAFTAR GAMBAR..... | xii |
| DAFTAR TABEL..... | xiv |
| DAFTAR ISTILAH | xv |
| 1. PENDAHULUAN..... | 1 |
| 1.1 Latar Belakang | 1 |
| 1.2 Perumusan Masalah..... | 2 |
| 1.3 Tujuan | 2 |
| 1.4 Batasan Masalah..... | 2 |
| 1.5 Metodologi Penyelesaian Masalah | 3 |
| 2. DASAR TEORI | 4 |
| 2.1 Sistem Informasi..... | 4 |
| 2.2 HRD (<i>Human Resource Development</i>)..... | 4 |
| 2.3 <i>Requirement Engineering</i> | 4 |
| 2.3.1 <i>Identify Basic Requirement</i> | 5 |
| 2.3.2 <i>Create the Rapid Prototype</i> | 5 |
| 2.3.3 <i>Validate the Requirement</i> | 5 |
| 2.3.4 <i>Translate the Prototype into Requirements</i> | 5 |
| 2.3.5 <i>Create the Requirements Specification</i> | 5 |
| 2.3.6 <i>Create the Conceptual Model</i> | 5 |
| 2.4 <i>Evolutionary Prototyping</i> | 6 |

| | | |
|------------|--|----|
| 2.5 | <i>The Bridge Methodology</i> | 6 |
| 2.5.1 | <i>Part 1 (Expressing User Requirements as Task Flows)</i> | 6 |
| 2.5.2 | <i>Part 2 (Mapping Task Flows to Task Objects)</i> | 7 |
| 2.5.3 | <i>Part 3 (Mapping Task Objects to GUI Objects)</i> | 7 |
| 3. | PERANCANGAN <i>PROTOTYPE</i> | 8 |
| 3.1 | Deskripsi <i>Prototype</i> | 8 |
| 3.2 | Pemodelan <i>Prototype</i> | 8 |
| 3.2.1 | <i>Identify Basic Requirement</i> | 8 |
| 3.2.2 | <i>Expressing User Requirements as Task Flows</i> | 9 |
| 3.2.3 | <i>Mapping Task Flows to Task Objects</i> | 9 |
| 3.2.4 | <i>Mapping Task Objects to GUI Objects</i> | 9 |
| 3.2.5 | <i>Validate the Requirement</i> | 9 |
| 3.2.6 | <i>Translate the Prototype into Requirements</i> | 9 |
| 3.3 | Implementasi <i>Prototype</i> | 10 |
| 3.3.1 | Fungsionalitas <i>Prototype</i> | 10 |
| 3.3.2 | Spesifikasi Perangkat Keras | 10 |
| 3.3.3 | Spesifikasi Perangkat Lunak | 10 |
| 4. | IMPLEMENTASI DAN ANALISIS | 11 |
| 4.1 | Implementasi | 11 |
| 4.1.1 | <i>Identify Basic Requirement</i> | 11 |
| 4.1.2 | <i>Expressing User Requirements as Task Flows</i> | 19 |
| 4.1.3 | <i>Mapping Task Flows to Task Objects</i> | 25 |
| 4.1.4 | <i>Mapping Task Objects to GUI Objects</i> | 27 |
| 4.1.5 | <i>Use and Reformulate the Prototype</i> | 28 |
| 4.1.6 | <i>Expressing User Requirements as Task Flows</i> | 28 |
| 4.1.7 | <i>Mapping Task Flows to Task Objects</i> | 35 |
| 4.1.8 | <i>Mapping Task Objects to GUI Objects</i> | 37 |
| 4.1.9 | <i>Evaluate The Prototype</i> | 38 |
| 4.1.10 | <i>Translate The Prototype into Requirements</i> | 41 |

| | |
|--|-----------|
| 4.2 Analisis..... | 41 |
| 5. KESIMPULAN DAN SARAN | 43 |
| 5.1 Kesimpulan | 43 |
| 5.2 Saran..... | 43 |
| DAFTAR PUSTAKA | 44 |
| LAMPIRAN..... | 45 |
| Lampiran A. Struktur Organisasi | 45 |
| Lampiran B. Daftar Perubahan | 46 |
| Lampiran C. Mockups | 47 |
| Lampiran D. Hasil Wawancara | 56 |
| Lampiran E. Kriteria Rekrutmen Karyawan | 57 |
| Lampiran F. Form Lamaran Kerja..... | 60 |
| Lampiran G. Form Biodata Calon Karyawan..... | 61 |
| Lampiran H. Form Wawancara Tulis Calon Karyawan..... | 62 |
| Lampiran I. Contoh Overtime | 64 |
| Lampiran J. Contoh Form Penilaian..... | 65 |
| Lampiran K. Contoh Form Pendataan pada MS. Excel | 66 |
| Lampiran L. SKPL (Spesifikasi Kebutuhan Perangkat Lunak) | 67 |