ABSTRACT

The covid-19 pandemic has caused fish stocks to accumulate, which impacts people's low purchasing power, causing fish prices to fall. Based on interviews conducted with fish farmers in Nganjat Village, many fish farmers have difficulty distributing their products widely. This is because the distribution is still done traditionally, and the use of technology is still not optimal. Based on these problems, this research will design and build a website-based marketplace to help fish farmers buy and sell activities and distribute their products to consumers. Also, designing the features needed on the seller's and buyer's sides. The application development process uses the agile approach with the extreme programming method. Application development produces a website-based NuFish marketplace application. The built features are used for buy and sell activities, divided into two sides: the seller and buyer. The evaluation results with black-box testing stated that the system has been running as expected. In the user acceptance test, the percentage was 71.57%. Load testing on conditions of 50, 100, and 150 users and a ramp-up period of 600 seconds has an average response time of less than 1 second and generated more than 10 requests/second. The NuFish marketplace has undergone various testing stages, so it is hoped that it can help fish farmers buy and sell activities and distribute their products to consumers, which are usually done traditionally to digital.

Keywords: covid-19, marketplace, agile, extreme programming