ABSTRACT

A waste bank is a place for waste management where people deposit waste, such as household waste, as a place to save household waste. In Bandung Regency, there is a waste bank called the Bank Sampah Bersinar. The problem faced by the Bank Sampah Bersinar is that the admin at the Bank Sampah Bersinar always confirms via WhatsApp to customers and waste pick-up officers, which causes admins to often have difficulty in matching the time between requests customer waste pick-up date and the time when the waste pick-up officer can pickup. To overcome this problem, this research was carried out to create an information system design for the Bank Sampah Bersinar to manage the existing waste bank so that waste management can be carried out in an integrated manner. This research will focus on the waste pick-up scheduling process to arrange the schedule of the waste pick-up officer to the destination location at a predetermined time. This study used the Extreme Programming method in developing applications because it is suitable for projects that have a short time and requires only a small number of teams. Testing in this study uses black box testing and user acceptance testing to ensure that the functionality of the application can work properly and can be used by users.

Keywords: waste bank, waste pick-up scheduling, extreme programming, black box testing, user acceptance testing