

## ***ABSTRACT***

*Goat farming in Karanganyar Regency shows significant growth potential every year. However, there are serious challenges in data and information management. Many farmers still rely on conventional methods of record-keeping, which often result in errors and data inconsistencies. These errors ultimately have the potential to cause losses, both in terms of inventory and finances. This research aims to design and develop a web-based dashboard and reporting application. Using the Extreme Programming (XP) methodology, this application is specifically tailored to the context of goat farming in Karanganyar Regency. The development process of this application involves four main stages of Extreme Programming: planning, design, coding, and testing, each ensuring that every component of the application is worked on meticulously. Testing conducted using the Unit Testing method shows that all features run correctly with a "passed" status. The results of User Acceptance Testing using the blackbox method are well-received by users. This indicates that the application is ready to be used to prevent losses and improve the efficiency of farm management.*

***Keywords: Goat farming, Dashboard, Reporting, Extreme Programming (XP)***