

## **ABSTRACT**

*In the current era of globalization, the development of information technology has grown rapidly and influenced various aspects of life such as the economy, tourism, culture and education. In Indonesia, the use of information technology is an important aspect in development in both cities and villages. This increasing use of the internet has reached various levels of society and is used as a medium to channel creative works such as images, photos, videos and writing.*

*However, in current conditions, people are not making good use of information technology or the internet, ultimately the development of digital villages is not growing rapidly. To support this, the development of a system is expected to help the community to publish their ideas, creativity or products. However, there is a problem that occurs, namely that the village community does not yet have a platform that can accommodate their ideas, creativity or products which are published through these videos.*

*Based on the problems that occurred, an application was created that could accommodate videos resulting from creativity from village communities. The application will be built using extreme programming methods and is website-based. Three-tier architecture is also used to support the website's performance.*

*The final result of this research is the development of a desatube application using a website-based extreme programming method. The main users of this application are village communities and it is also accessed by the wider community. It is hoped that the development of this application can help the public to publish ideas, creativity, skills or products that are marketed in the form of videos or images.*

*Keywords: village, digital village, application, video, extreme programming*