

DAFTAR ISI

ABSTRAK	iv
<i>ABSTRACT</i>	v
KATA PENGANTAR	vi
DAFTAR ISI	vii
DAFTAR GAMBAR	xi
DAFTAR TABEL	xiv
DAFTAR LAMPIRAN	xv
DAFTAR ISTILAH	xvi
Bab I PENDAHULUAN	17
I.1 Latar Belakang	17
I.2 Perumusan Masalah	21
I.3 Tujuan Penelitian	21
I.4 Batasan Penelitian	21
I.5 Manfaat Penelitian	22
I.6 Sistematika Penulisan	24
Bab II LANDASAN TEORI	26
II.1 Posyandu	26
II.2 Standar Antropometri Anak	27
II.3 Stunting	28
II.4 Electronic - Pencatatan dan Pelaporan Gizi Berbasis Masyarakat (E-PPGBM)	30
II.5 <i>Electronic</i> Kartu Menuju Sehat (E-KMS)	31
II.6 <i>Website</i>	32
II.7 <i>Progressive Web App (PWA)</i>	32
II.8 <i>Laravel</i>	33

II.9	Larapex Charts	34
II.10	<i>Use case</i> Diagram	34
II.11	<i>Class</i> Diagram.....	37
II.12	<i>Activity</i> Diagram	38
II.13	<i>Robustness</i> Diagram	40
II.14	<i>Sequence</i> Diagram	42
II.15	<i>White Box</i> Testing	44
II.16	<i>Black Box</i> Testing	45
II.17	Metode <i>Prototype</i>	45
II.18	<i>System Usability Scale</i>	46
II.19	Penelitian Terdahulu	46
II.20	Perbandingan dengan sistem <i>existing</i> lain	52
II.21	Perbandingan aplikasi berbasis <i>mobile</i> dan <i>progressive web app</i>	53
II.22	Alasan Pemilihan Teori, Kerangka Kerja, atau Mekanisme.....	55
Bab III	METODOLOGI PENELITIAN	56
III.1	Sistematika Penyelesaian Masalah	56
III.2	Pendahuluan.....	57
III.3	<i>Prototype</i> Model	57
III.3.1	<i>Communication</i>	58
III.3.2	<i>Quick Planning & Modelling Quick Design</i>	60
III.3.3	<i>Construction of Prototype</i>	60
III.3.4	<i>System Usability Scale</i>	60
III.3.5	<i>Deployment, Delivery & Feedback</i>	61
III.3.6	Penutup.....	61
III.4	Hasil Penelitian	62
III.5	Alasan Pemilihan Metode	62

III.6	Analisis Kesiapan Implementasi Teknologi	62
III.6.1	<i>Technology</i> (Teknologi)	63
III.6.2	<i>Organization</i> (Organisasi):.....	63
III.6.3	<i>Environment</i> (Lingkungan):.....	64
III.7	Rencana Design Sistem	65
III.8	Perbandingan alur kegiatan posyandu	67
III.9	<i>Business Model Canvas</i> (BMC).....	72
III.10	Rencana Jadwal Kegiatan	76
Bab IV	PENGUMPULAN DAN PENGOLAHAN DATA	77
IV.1	<i>Communication</i>	77
IV.1.1	Pengumpulan Data	77
IV.2	<i>Quick Planning & Modelling Quick Design</i>	79
IV.2.1	Analisis kebutuhan Sistem	79
IV.2.2	<i>Use case Diagram</i>	81
IV.2.3	<i>Activity Diagram</i>	83
IV.2.4	<i>Robustness Diagram</i>	84
IV.2.5	<i>Sequence Diagram</i>	85
IV.2.6	<i>Class Diagram</i>	86
IV.2.7	<i>Design User Interface</i>	87
IV.2.8	<i>Prototype Design</i>	88
IV.2.9	As Is dan To Be Alur Proses Bisnis	89
IV.3	<i>Construction of Prototype</i>	93
IV.3.1	Pengerjaan <i>Front-end</i>	93
IV.3.2	Pengembangan Database.....	94
IV.3.3	Pengerjaan <i>Back-end</i>	95
Bab V	ANALISIS DAN PEMBAHASAN.....	96

V.1	Pengujian Sistem dengan <i>White Box Testing</i>	96
V.2	Pengujian Sistem dengan <i>Black Box Testing</i>	103
V.3	<i>System Usability Scale (SUS)</i>	112
V.4	<i>Deployment, Delivery & Feedback</i>	117
V.4.1	Analisis Hasil Pengujian	120
V.4.2	Implementasi aplikasi.....	126
Bab VI	KESIMPULAN DAN SARAN	144
VI.1	Kesimpulan	144
VI.2	Saran	145
Daftar Pustaka	146