ABSTRACT

Existing official tourism websites often create information gaps for independent travelers due to limited functionality, interactivity, and representative visual content. This condition is a significant challenge for Wakatobi Regency, which has been designated as one of the National Tourism Strategic Areas (KSPN), but does not yet have an optimal digital platform. This research aims to design and build an integrated and interactive website-based tourism information system. The system is equipped with main features such as destination maps, directions, public participation spaces (reviews, memoirs, galleries), and immersive visualization using 360-degree panoramas to bridge the information gap. The system was implemented using the Scrum method, which divides the work process into three Sprint cycles. Feasibility evaluation was conducted through functionality testing using Black Box Testing and user acceptance testing through User Acceptance Testing (UAT). The test results show that all system functionality runs 100% according to the test scenario, while the UAT score reaches 76.24%, which is included in the Good category. Thus, the system proved to be technically feasible and well received by users, and has the potential to be an effective solution in improving information accessibility and supporting digital tourism promotion in Wakatobi Regency.

Keywords: *information system, tourism, Wakatobi, Scrum method, Black Box, User Acceptance Testing*