

ABSTRACT

The high mobility of students at Telkom University often leads to frequent cases of lost items, which are not yet managed efficiently. Existing systems still rely on manual reporting and unstructured social media platforms, hindering the processes of recording, searching, and returning lost items. To address this issue, a mobile-based lost and found information system was developed, featuring reporting forms, item catalogs, claim submissions, and ownership verification. This application was built using the Waterfall method, consisting of requirement analysis, system design, implementation, testing, and evaluation phases. The tools used include Flutter for mobile interface development, external APIs for server communication, and MySQL as the database. The main features include sign in, reporting of lost and found items, confirmation of findings, claim requests, and item retrieval validation by security personnel. Testing was carried out using the black-box method to ensure that all functions operate as intended. The results indicate that the system can manage data in real time, improve reporting efficiency, and provide more structured and secure access to information. This system is expected to serve as an effective digital solution for managing lost and found items within the university environment.

Keywords: Information System, Mobile, Lost, Found