ABSTRACT

DEVELOPMENT OF A CHURCH MANAGEMENT APPLICATION BASED ON FLUTTER USING THE SCRUM METHOD (CASE STUDY: GEREJA BAPTIS INDONESIA PENGHARAPAN SURABAYA*)*

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Technological transformation urges churches to adopt digital innovations to carry out their ministry missions in a relevant and effective manner. The Indonesian Baptist Church Pengharapan Surabaya faces challenges in managing congregational data using Microsoft Excel, resulting in manual input errors and data duplication, ineffective delivery of activity information, and low Bible reading interest, particularly among children, teenagers, and young adults. This study aims to develop a mobile application, HopeApp, based on Flutter with a Scrum Solo approach, to provide an integrated congregational data management system, a dedicated page displaying activities for the upcoming week and offering reports, and an interactive daily devotional feature with daily notifications to enhance Bible reading interest. The application utilizes Firebase as its backend to support data management. Black Box Testing demonstrates that all core features, including congregational management, activity information, offering reports, and daily devotionals, function as expected without any bugs. The System Usability Scale (SUS) evaluation, involving 16 respondents from 61 registered congregants, yields an average score of 82.69 (categorized as Excellent), indicating that the application is user-friendly and well-accepted. The results of this study demonstrate that HopeApp successfully improves data management efficiency, enhances the effectiveness of activity information delivery, and increases Bible reading interest, thereby supporting more focused and meaningful church ministry in the digital era.

***Keywords:** Android, Church Information Management Application, Flutter Framework, Scrum*