

ABSTRACT

Playgroups are one of the early childhood education programs focusing on the holistic development of children's cognitive, social, and emotional aspects. However, many Playgroup institutions in Indonesia still face challenges in managing administrative tasks, which are often done manually, such as recording student data, teacher data, and child progress reports. Manual administrative systems frequently lead to data recording errors, duplication, and difficulties in retrieving necessary information.

This final project aims to develop a Student Administration Information System specifically for Playgroups to improve the efficiency and accuracy of data management. The application is designed to simplify administrative processes, including managing student, teacher, class, and child development data in a structured and integrated manner. The application's main features include student data management, child development tracking, and real-time data access for school principals, teachers, and parents. The methods used in the development of this application include literature review, needs analysis, web-based system design, and functionality testing. In addition, user satisfaction testing results indicate that the application is well-received by teachers, school principals, and parents, with high satisfaction scores regarding ease of use, speed of access, and effectiveness in supporting administration. It is expected that this system will enhance administrative effectiveness, efficiency, and transparency in Playgroups.

User satisfaction testing showed that the system was well received by teachers, principals, and parents. The satisfaction level was measured using a Likert scale consisting of 15 evaluation items, and the results yielded an average score of 88.5%. This indicates that the system effectively improves data management, accelerates administrative processes, and supports the monitoring of child development

Keywords: student administration, playgroup, digital education system, child development reports