

ABSTRAK

Perkembangan teknologi yang pesat dalam dunia pendidikan memunculkan peluang integrasi teknologi mobile dan web, seperti yang diterapkan di SMK Negeri 3 Lhokseumawe. Penelitian ini mengembangkan dan mengimplementasikan sistem bank soal berbasis aplikasi mobile dan web menggunakan framework Laravel dan Flutter, guna mengatasi kendala ujian seperti kebocoran soal, kesalahan manual dalam pemeriksaan jawaban, dan inefisiensi penyimpanan data. Dengan pendekatan *System Development Life Cycle (SDLC)*, aplikasi ini memungkinkan guru mengelola soal ujian dengan lebih aman dan efisien, serta memberikan platform digital bagi siswa untuk ujian. Hasilnya, sistem ini meningkatkan kualitas pembelajaran, keamanan, dan aksesibilitas data, serta memaksimalkan pemanfaatan teknologi dalam kegiatan belajar mengajar, berkontribusi pada peningkatan kualitas pendidikan di SMK Negeri 3 Lhokseumawe.

Kata Kunci: Sistem Bank Soal, *Aplikasi Mobile*, *Aplikasi Web*, *Laravel*, *Flutter*, Teknologi Pendidikan, Evaluasi Pembelajaran.

ABSTRACT

Rapid technological developments in the world of education have given rise to opportunities for the integration of mobile and web technology, as implemented at SMK Negeri 3 Lhokseumawe. This research develops and implements a question bank system based on mobile and web applications using the Laravel and Flutter framework, to overcome exam problems such as question leaks, manual errors in checking answers, and data storage inefficiencies. With a System Development Life Cycle (SDLC) approach, this application allows teachers to manage exam questions more safely and efficiently, as well as providing a digital platform for students to take exams. As a result, this system improves the quality of learning, security and data accessibility, as well as maximizing the use of technology in teaching and learning activities, contributing to improving the quality of education at SMK Negeri 3 Lhokseumawe.

Keywords: *Question Bank System, Mobile Application, Web Application, Laravel, Flutter, Educational Technology, Learning Evaluation.*