

## ABSTRAK

Penelitian ini bertujuan merancang dan membangun Aplikasi Sistem Penerimaan Siswa Baru dan Kegiatan Akademik di SD Negeri 18 Dewantara menggunakan metode *Agile Development*, khususnya *Extreme Programming (XP)*. Sistem ini dikembangkan untuk mengatasi masalah penerimaan siswa baru yang dilakukan secara manual, rentan terhadap kesalahan data dan keterlambatan proses. Selain itu, sistem ini juga memfasilitasi pengelolaan kegiatan akademik sekolah. Fitur yang dikembangkan meliputi login, registrasi, pengisian formulir, manajemen data siswa. Penelitian ini berhasil membangun aplikasi sistem penerimaan siswa baru dan kegiatan akademik di SD Negeri 18 Dewantara. Pendekatan XP memungkinkan pengembangan yang fleksibel dan adaptif terhadap perubahan kebutuhan pengguna, serta pengujian berkelanjutan untuk menjaga kualitas sistem. Pengujian dilakukan dengan Black Box Testing dan Usability Testing guna mengukur fungsionalitas dan kenyamanan pengguna. Hasilnya berupa sebuah aplikasi sistem penerimaan Penerimaan Siswa dan Kegiatan Akademik di SD Negeri 18 Dewantara menggunakan metode *Agile Development* yang menunjukkan peningkatan efisiensi dan efektivitas proses penerimaan siswa baru serta kegiatan akademik. Sistem ini diharapkan dapat meningkatkan transparansi dan akses informasi di lingkungan sekolah.

*Kata Kunci: Pendaftaran Siswa, Sistem Informasi, Website, Agile Development, Extreme Programming.*

## **ABSTRACT**

*This research aims to design and build a New Student Admission System Application and Academic Activities at SD Negeri 18 Dewantara using the Agile Development method, especially Extreme Programming (XP). This system was developed to overcome the problem of admitting new students which is done manually, prone to data errors and process delays. Apart from that, this system also facilitates the management of school academic activities. Features developed include login, registration, form filling, student data management. This research succeeded in building an application system for admitting new students and academic activities at SD Negeri 18 Dewantara. The XP approach allows for flexible and adaptive development to changing user needs, as well as continuous testing to maintain system quality. Testing is carried out using Black Box Testing and Usability Testing to measure functionality and user comfort. The result is an application system for accepting students and academic activities at SD Negeri 18 Dewantara using the Agile Development method which shows an increase in the efficiency and effectiveness of the process of accepting new students and academic activities. This system is expected to increase transparency and access to information in the school environment.*

*Keywords: Student Registration, Information Systems, Website, Agile Development, Extreme Programming*