

Abstract

IMPLEMENTATION OF WEB-BASED STUDENT PAYMENT INFORMATION SYSTEM USING SCRUM METHOD: CASE STUDY AT AL HIKMAH ISLAMIC BOARDING SCHOOL JOMBANG

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This study aims to develop and implement a web-based payment system for students at Pondok Pesantren Al Hikmah Jombang using the Scrum methodology. The research was conducted by following all phases of Scrum, including sprint planning, sprints, daily scrums, sprint reviews, and sprint retrospectives. The system developed includes features such as student data management, payment types, payment transactions, financial reports, pondok profile information and Data backup feature. This study adopts a qualitative approach with data collected through interviews, observations, and literature studies. The system was tested using two methods: manual testing and automated testing. Manual testing involved direct operation of the system's features by development team and users, while automated testing was conducted using Katalon Studio to efficiently and repeatedly test various scenarios. The test results indicate that the system developed meets functional requirements and has been well-received by users. The implementation of this system is expected to facilitate the management of payment transactions for administrators and students, as well as improve operational efficiency at Pondok Pesantren Al Hikmah Jombang.

Keywords: *Payment system, web-based, Scrum, Sprint, Pondok Pesantren, Black-Box Testing, Katalon Studio.*