



Design and Build a Decision Support System Application for the Election of Chairpersons and Monitoring the Activity Agenda at the Youth Tunas 12 Youth Organization based on Android

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ABSTRACT

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In the development of the era in this technologically advanced era, every government institution, whether large or small, really needs activities in the form of monitoring so that the activities carried out can be seen by the community. This research was conducted at Karang Taruna Tunas Muda 12, to be precise at Taman Buah Sukamantri Housing RW 12 Sukamantri Village, Pasarkemis District 15560. This research was conducted in 2021 starting on October 25, 2021. A study was conducted to determine the level of support from residents and the management of RW 12 Taman Housing Sukamantri Fruit on Youth Shoots Youth 12.

1. INTRODUCTION

In this era of technological advancement, every government institution, whether large or small, really needs activities in the form of monitoring so that the activities carried out can be seen by the community. With this, it is necessary to have a monitoring application system as a tool to monitor activities that have or have not been carried out, this application is also designed to be able to facilitate youth groups in the selection or selection of new leaders in the next period.

2. THEORITICAL REVIEW

Karang Taruna



Fig 1. Karang Taruna Logo

Karang Taruna is a pillar of community participation as a forum for fostering the development and development of the younger generation in the field of social welfare. Karang Taruna consists of young men and women (in the AD/ART the membership is regulated starting from youth aged from 11 - 45 years) and the limit as an administrator is from 17 - 35 years.

Please note that youth organizations are included as Social Institutions. Based on Article 1 number 14 of the Regulation of the Minister of Home Affairs No. 5 of 2007 concerning Guidelines for Structuring Social Institutions (“Permendagri 5/2007”), Karang Taruna is a Community Institution which is a forum for the development of the young generation that grows and develops on the basis of awareness and a sense of social responsibility from, by and for the community, especially the younger generation in the village/kelurahan area or an equivalent customary community and is primarily engaged in social welfare business, which is functionally fostered and developed by the Ministry of Social Affairs.

Software Application

Application software in general is a system or computer program that has a function as a digital facility that helps users complete tasks or jobs in the form of processing words, images, numbers, sounds, and so on. The following is the application software used in system design.

Android Studio



Fig 2. Android Studio Logo

Android Studio is an Integrated Development Environment for Android application development, for based on IntelliJ IDEA. Apart from being an IntelliJ code editor and powerful developer tool, Android Studio offers more features to increase your productivity when building Android apps, for example:

1. Flexible Gradle based versioning system
2. Fast and feature-rich emulator
3. Unified environment for development of all Android devices
4. Instant Run to push changes to running apps without creating a new APK
5. Code templates and GitHub integration to create the same app features and import sample code
6. Extensive testing tools and frameworks
7. Lint tools to improve performance, usability version compatibility, and other issues.

The main window of Android Studio consists of several logical fields identified in figure 3.

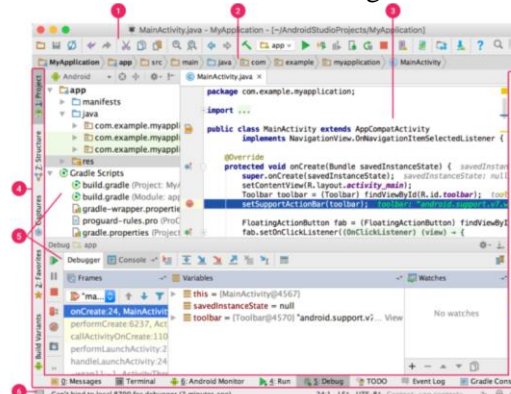


Fig 3. Main Windows Android Studio

1. The toolbar allows you to perform various types of actions, including running apps and launching Android tools.
2. The navigation bar helps you navigate between projects and open files for editing. This bar provides a more concise view of the structure in the Project window.
3. The editor window is where you create and modify code. Depending on the current file type, the editor may change. For example, when viewing a layout file, the editor displays the Layout Editor.
4. The toolbar appears outside the IDE window and contains buttons that allow you to expand or collapse individual tool windows.
5. The tool window gives you access to specific tasks such as project management, browsing, version control, and more. You can expand as well as collapse it.
6. The status bar displays the status of your project and the IDE itself, as well as any warnings or messages.

Tunas Muda 12 Application

TUNAS MUDA 12 is an android-based application made by the author, as a student of UNIS Informatics Engineering. This application was made with the aim that youth youth organizations can carry out activities and recap period activities easily, as well as make it easier for residents of Sukamantri Fruit Park housing to monitor youth youth organizations.

3. DISCUSSION

Use Case Diagram

Use case diagram is a diagram that describes the expected functionality in a system that emphasizes what the system makes, use cases describe how actors use the system to perform activities.

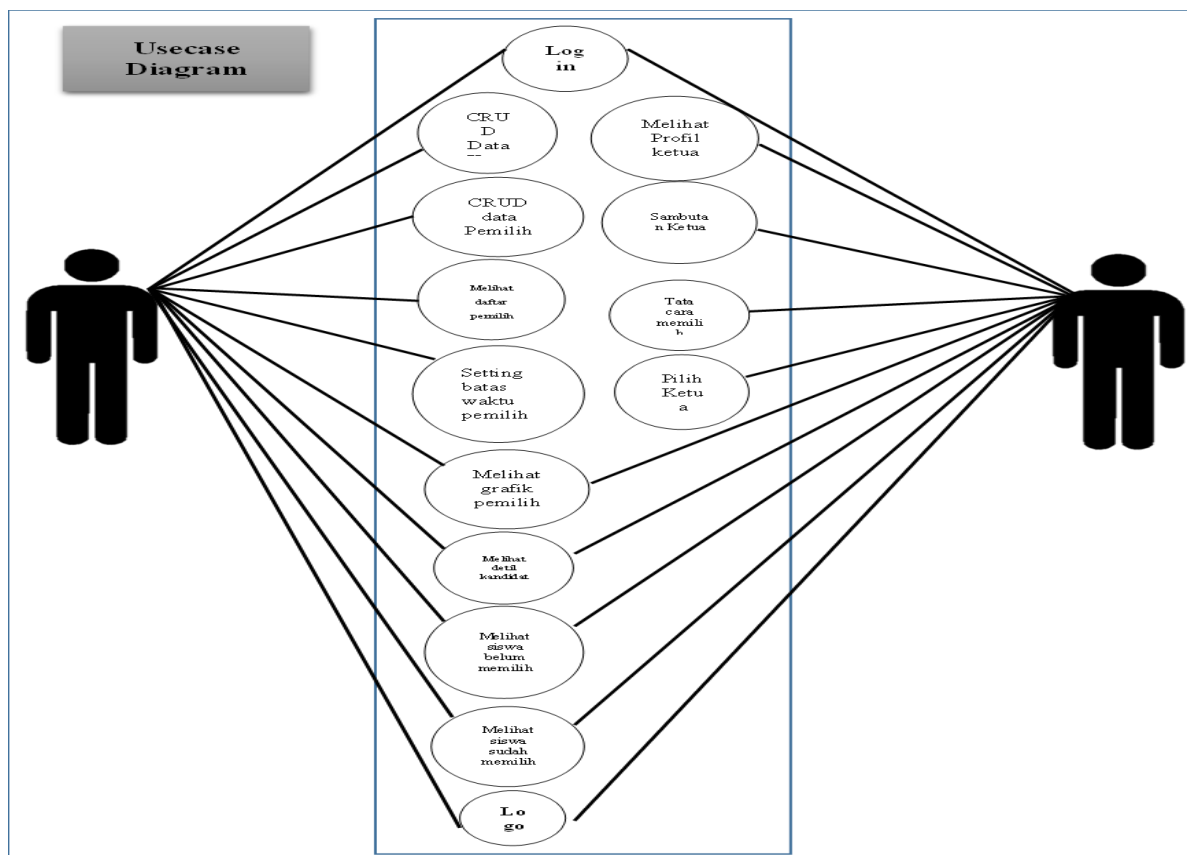


Fig 4. Use Case Diagram

Activity Diagram

Activity Diagram is used to describe the activities that exist in a system. In order to better understand the system that will be made, it is necessary to make an activity diagram about the system that is running, namely:

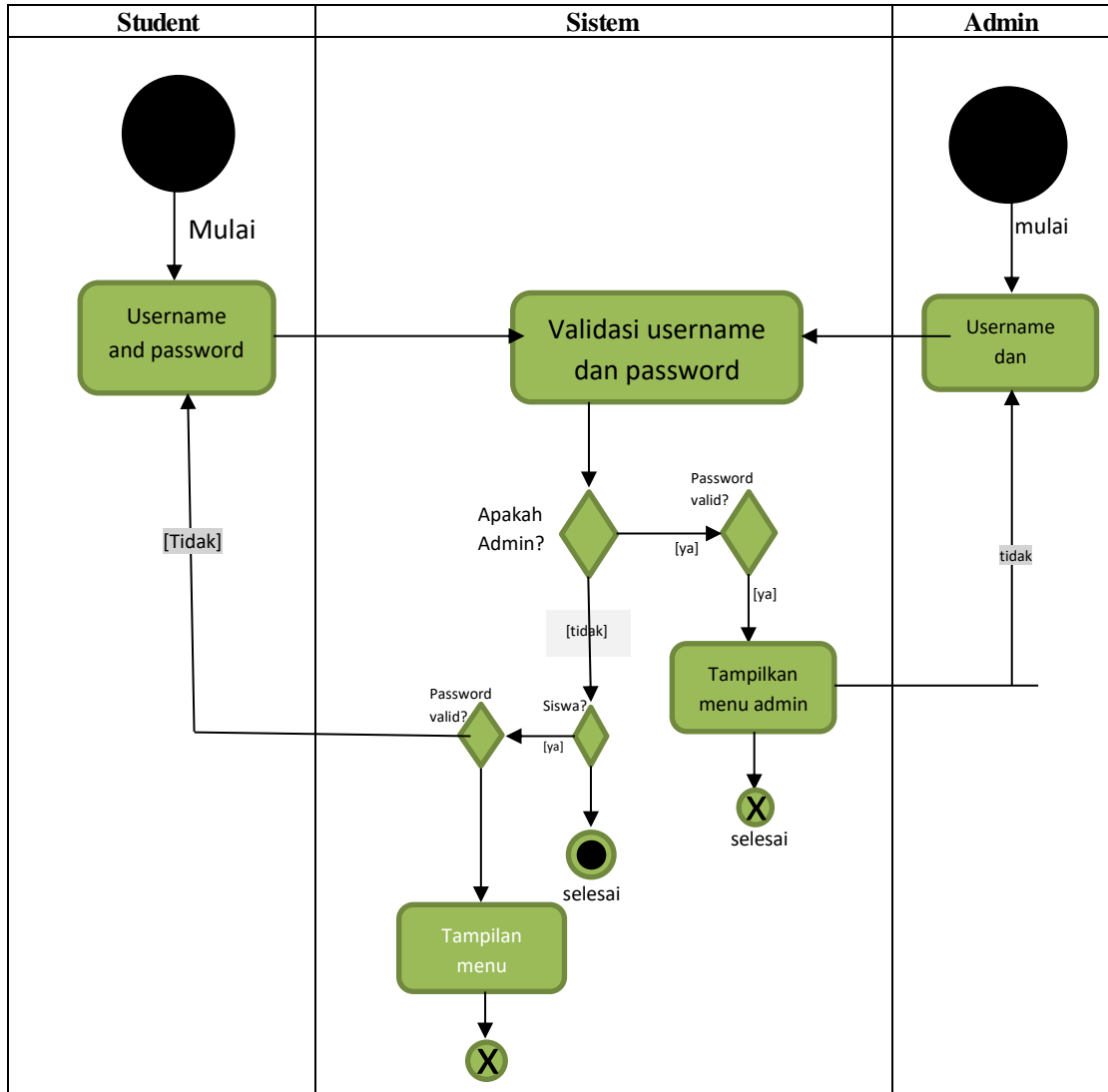


Fig 5. Activity Diagram

Sequence Diagram

Sequence Diagram (sequence diagram) is a diagram that shows or displays the interactions between objects in the system that are arranged in a sequence or time series. The interactions between these objects include users, distributions.

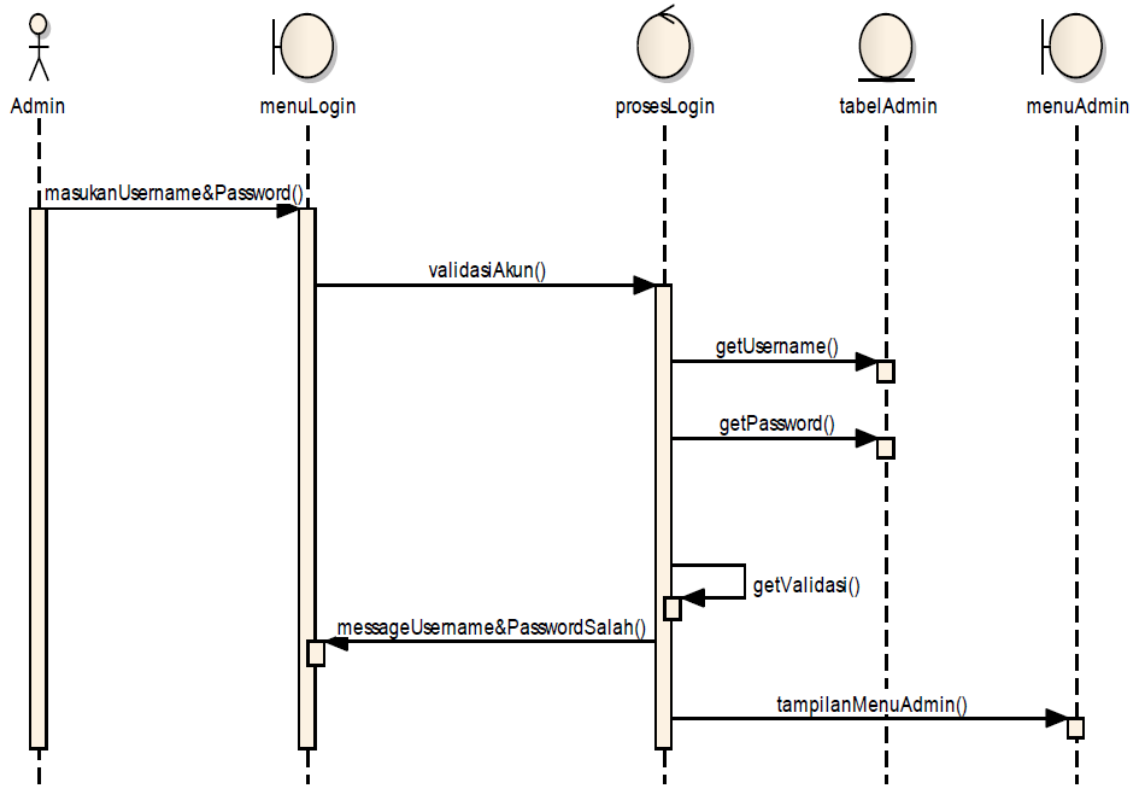


Fig 6. Sequence Diagram Admin

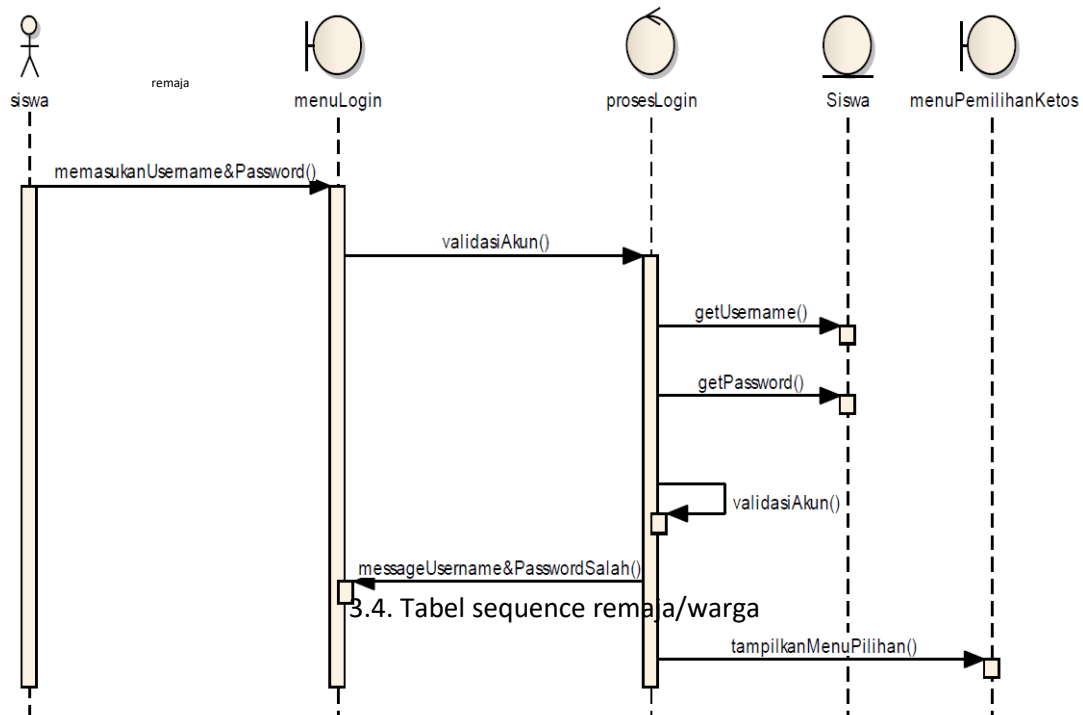


Fig 7. Sequence Diagram Adult

Design Application



Fig 8. Dashboard

Berikut adalah tampilan utama aplikasi monitoring karang taruna, user diharuskan login terlebih dahulu sebelum dapat mengakses aplikasi lebih lanjut.

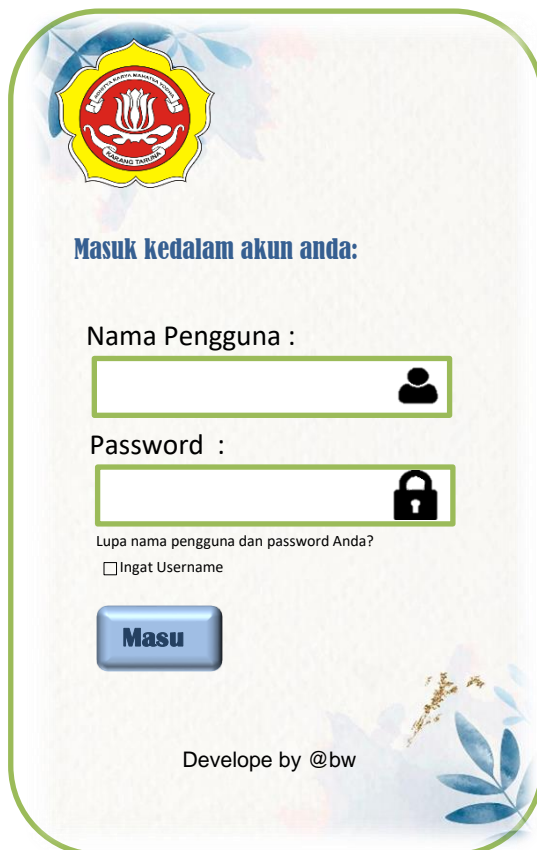


Fig 9. Login Display

Figure 9 besides it is an image/user display when logging in and required to fill in the user name and password. Each RT has a different username.



Fig 10. Main Menu

Then the next Fig 10. below is a display of the main menu on the youth organization monitoring application at the top there is a user menu and a notification with a function when there is an activity update from the admin, then teenage users or residents can see updates through the notification, then below it there is a slide in the form of photos of activities then there are other menus as in the picture below.



Fig 11. Sub Menu

In Fig 11, it shows a sub menu with options for editing and updating the agenda in the application.

This picture shows the appearance of the annual work program menu, this menu has the same working concept as the monthly agenda, only that this menu displays a summary of activities per year. Because the management of the youth organization itself in one term of office runs for a period of three years.



Fig 12. Annual Work

4. CONCLUSION

Conclusion Based on the description and analysis of data from the results of the study, the last subject of this paper is conclusions and suggestions. The conclusion is the totality of various matters relating to the effect of the implementation of the e-voting method as a medium for political participation in the election of the Youth Organization Chair. The conclusions in this study are:

1. The implementation of the e-voting method as a medium for political participation in the election of the Youth Organization Chairperson went well.
2. The use of the e-voting method stimulates youth to vote in elections, as evidenced by the higher level of student political participation in voting compared to elections using conventional methods.
3. By participating in politics, adolescents define themselves as responsible citizens. Political participation does not have to be a cadre/member of a political party.

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