

ABSTRAK

Niansa Sixty Avilla. 2026. Rancang Bangun Sistem Manajemen Informasi Penyewaan Gedung Olahraga Berbasis *Website* Dengan *E-ticket QR Code* Pada GOR Rajawali Kabupaten Magetan. Skripsi. Program Studi Teknik Informatika, FT, Universitas PGRI Madiun. Pembimbing (I) Moch Yusuf Asyhari, S.Tr.Kom., M.Kom.(II) Pratiwi Susanti, S.Kom., M.MT.

Perkembangan teknologi informasi mendorong perubahan pengelolaan layanan publik, termasuk penyewaan fasilitas olahraga. Pada GOR Rajawali Kabupaten Magetan, penyewaan masih manual melalui buku administrasi dan komunikasi langsung, sehingga memicu kesalahan pencatatan, keterbatasan akses jadwal, serta kendala verifikasi berbasis dokumen fisik. Penelitian ini bertujuan merancang dan membangun sistem informasi penyewaan GOR berbasis *website* yang dilengkapi fitur *e-ticket QR Code*. Metode pengembangan yang digunakan adalah *Extreme Programming* (perencanaan, perancangan, pengkodean, dan pengujian). Hasilnya berupa sistem berbasis *web* untuk pemesanan jadwal daring, pembayaran, penerbitan kode *booking*, hingga verifikasi fasilitas via pemindaian *QR Code*. Pengujian *usability* dengan metode *System Usability Scale* (SUS) pada 20 responden meraih skor rata-rata 74,25 (kategori *Good*, *Grade Scale C*), membuktikan sistem memiliki tingkat kegunaan yang baik dan dapat diterima oleh pengguna.

Kata kunci: Sistem Informasi Penyewaan, Gedung Olahraga, *E-ticket QR Code*, *Extreme Programming*, *System Usability Scale*.

ABSTRACT

Niansa Sixty Avilla. 2026. *Design and Development of a Website-Based Sports Hall Rental Information Management System with QR Code E-ticketing for GOR Rajawali Magetan Regency*. Undergraduate Thesis. Informatics Engineering Study Program, Faculty of Engineering, Universitas PGRI Madiun. Advisor (I) Moch Yusuf Asyhari, S.Tr.Kom., M.Kom. Co-Advisor (II) Pratiwi Susanti, S.Kom., M.MT.

The rapid development of information technology drives changes in public service management, including sports facility rentals. At GOR Rajawali Magetan Regency, rentals are still conducted manually using administrative logbooks and direct communication, resulting in recording errors, limited schedule accessibility, and verification issues due to reliance on physical documents. This study aims to design and develop a web-based sports hall rental information system equipped with a QR Code e-ticket feature. The system development method used is Extreme Programming, which encompasses planning, designing, coding, and testing phases. The result is a web-based system capable of facilitating online schedule reservations, payments, booking code generation, and facility verification via QR Code scanning. Usability testing using the System Usability Scale (SUS) method with 20 respondents achieved an average score of 74.25 (categorized as "Good" with a Grade Scale "C"), proving that the system has a good level of usability and is acceptable to users.

Keywords: Sports Facility Rental Information System, Sports Hall, QR Code E-Ticket, Extreme Programming, System Usability Scale.