

DESIGN OF THE E-ATTENDANCE APPLICATION INFORMATION SYSTEM AT PT. KUSUMA KENCANA JAYA BEKASI

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Abstract

Attendance is a record of a person's presence in an organizational, school or work environment. Attendance can be done manually or systematically. Manual recording has many disadvantages such as inaccurate recording, risk of loss and fraud, while systematic recording has many advantages, namely accurate recording, minimal risk of loss and fraud. A system is needed to handle employee attendance such as the E-Attendance system as a tool for HRD in processing employee data so that the goals expected by the company can be achieved in terms of salary calculations based on employee attendance and overtime activities. E-attendance (electronic attendance) is a digital recording system using electronic devices and internet technology. E-attendance can replace manual attendance recording methods such as attendance books or attendance cards. At PT. Kusuma Kencana Jaya Bekasi in recording attendance still uses a manual method that is prone to data loss, so digital attendance recording is made using E-attendance which can facilitate the recapitulation and calculation as well as the retrieval of employee data required by the company.

Keyword: Information System Design, E-Absensi, Web.

Abstrak

Absensi merupakan catatan kehadiran seseorang dalam lingkungan organisasi, sekolah ataupun pekerjaan. Absensi dapat dilakukan secara manual maupun secara sistem. Pencatatan secara manual memiliki banyak kekurangan seperti pencatatan yang tidak akurat, resiko hilang dan kecurangan sedangkan pencatatan secara sistem memiliki banyak kelebihan yaitu pencatatan yang akurat, minim resiko kehilangan dan kecurangan. Diperlukan sistem dalam menangani absensi karyawan seperti sistem E-Absensi sebagai alat bantu bagi HRD dalam memproses data karyawan agar tujuan yang diharapkan oleh perusahaan dapat tercapai dalam hal perhitungan gaji berdasarkan kehadiran dan aktivitas lembur karyawan. E-absensi (elektronik absensi) merupakan sistem pencatatan secara digital dengan menggunakan perangkat elektronik dan teknologi internet. E-absensi dapat menggantikan metode pencatatan absensi manual seperti buku absensi maupun kartu absensi. Pada PT. Kusuma Kencana Jaya Bekasi dalam pencatatan absensi masih menggunakan metode manual yang rawan kehilangan data sehingga dibuat pencatatan absensi secara digital yaitu menggunakan E-absensi yang dapat memudahkan dalam perekapan dan perhitungan serta penarikan data karyawan yang diperlukan oleh perusahaan.

Kata Kunci: Perancangan Sistem Informasi, Absensi, Web.

I. NTRODUCTION

Attendance is an activity to record a person's attendance in the organization, school and company environment. Attendance can be done manually or systematically. Manual recording has many disadvantages such as inaccurate recording, risk of loss and fraud while systematic recording has many advantages, namely accurate recording, minimal risk of loss and fraud. A system is needed to handle employee attendance such as the E-Attendance system as a tool for HRD in processing employee data so that the goals expected by the company can be achieved in terms of salary calculation based on employee attendance and overtime activities. E-attendance (electronic attendance) is a digital recording system using electronic devices and internet technology. E-attendance can replace manual attendance recording methods such as attendance books and attendance cards. At PT. Kusuma Kencana Jaya Bekasi in recording absences.

II. THEORETICAL STUDIES

A system is defined as a collection consisting of human elements, machines, procedures, documents, data or others that are organized from these elements, in addition to being related to each other, also related to the environment in achieving a predetermined goal. McLeod stated that "information is data that is processed into a more useful and meaningful form for those who receive it" (Sitohang, 2019). According to (Ikhsan & Gaddafi, 2017) reveals that "A system to achieve a certain goal must have basic properties that make it a character. The characteristics of a system consist of components, system boundaries, external environments, interfaces, inputs, outputs, processors, and objectives or goals)."

According to (Anamisa & Mufarroha, 2022) a system must have three elements, namely inputs, processes and outputs that are tailored to the needs of its users. Information systems are a set of systems that are formed, collected, cooperated and integrate with each other and process data so as to produce output in the form of information that can be used as a reference in decision-making. (Saputraa & Zein, 2023).

1. Design

Design is a collection of designs, plans and drawings to organize several data components that are tailored to the needs of the user. Meanwhile, information system design is an activity of determining data and designing to be used as information needed by users. (Oktasari & Kurniadi, 2020). Prototype is a method in developing a system to create a program gradually and quickly so that it can be evaluated by the user. (Darnita et al, 2021). Prototypes can also be used by developers to simulate the system to users so that they can

understand the program that is being designed according to the user's needs. (Simamora, 2020).

2. Website

A website is a combination of several components consisting of text, images, videos, and so on. The website can only be opened or accessed using the internet (Pertiwi et al., 2023). The Internet is a network of computers that are interconnected to communicate or share information. This network is spread around the world which contains information and is used as a means of communication in the form of text, images, videos, voices, and so on (Muis & Pitra, 2021). A web browser is an application that has the use of searching for information, communicating, shopping online, and so on. Web browsers that are often used are chrome, firefox, safari, and so on (Inggi & Alam, 2023).

3. Software Development Model

The method used is a prototype model. Prototype models are often used in information systems design research. "The prototype model is a model that has a reference to the activity of making software prototypes. This activity is carried out to create a visualization of several software components that have the use of reducing differences and misunderstandings between the development team and user needs" (Rukmana et al., 2023). This prototype model is used by users and developers to interact with each other during the software development process, in order to make it easier to create the software and get a clear picture based on the system to be developed (Baijuri et al., 2023).

III. RESEARCH METHODS

The method used is a prototype model that is often used in information system design research. A model that has a reference to the activity of making software prototypes. The stages in this prototype model are as follows:

1. Communication

Stakeholders held a meeting with developers to determine the software needs needed by users by collecting data.

2. Quick Plan

Doing quick planning in order to provide the results of user requirements documents or data that are related to user needs in software creation.

3. Modelling Quick Design

This stage creates an overview of the system flow model that will be developed using UML diagrams.

4. Contribution of Prototype

Based on the quick design that has been made, the developer starts to create a prototype of the program that will be developed such as a user interface design.

5. Deployment Delivery & Feedback

The software will be given feedback by users who have evaluated the prototype that has been made. The feedback will be used to improve the system so that the system is properly maintained.

IV. RESEARCH RESULTS

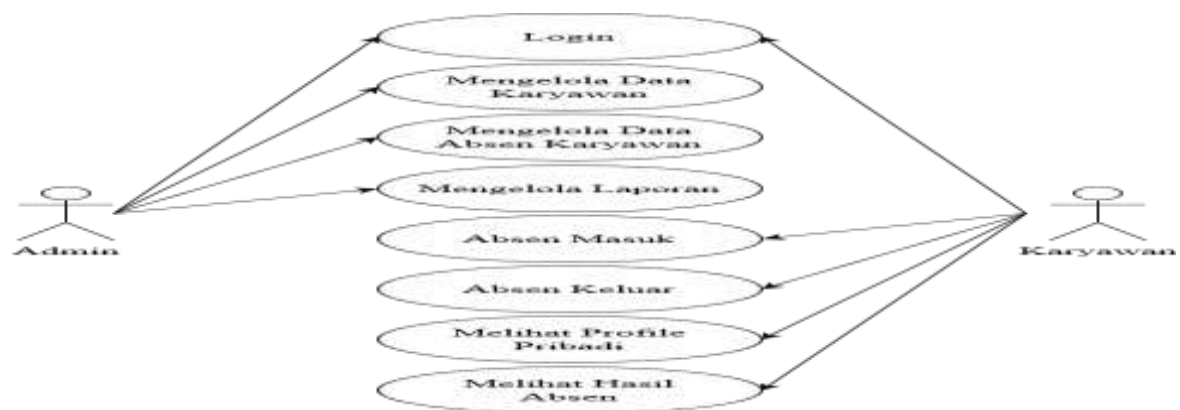


Figure 4.1.1
Usecase Diagram Rancangan Absensi Karyawan

4.1.2. Activity Diagram Design

1. Login

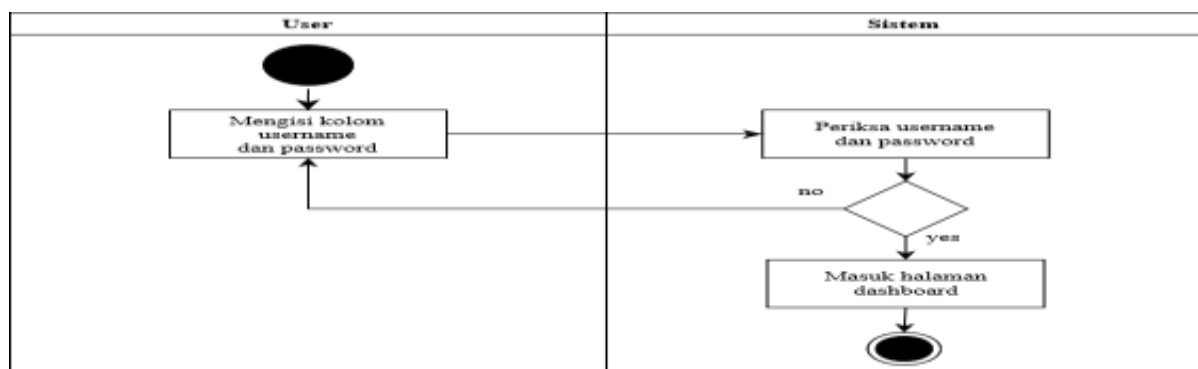


Figure 4.1.2.1. Login Activity Diagram

2. Managing Employee Data

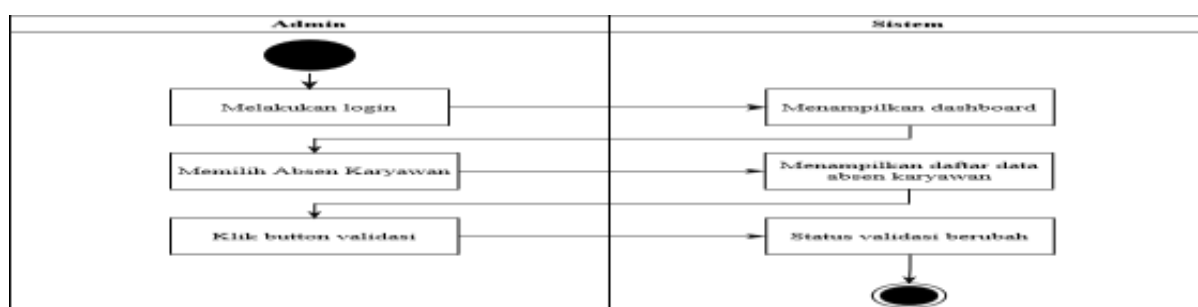
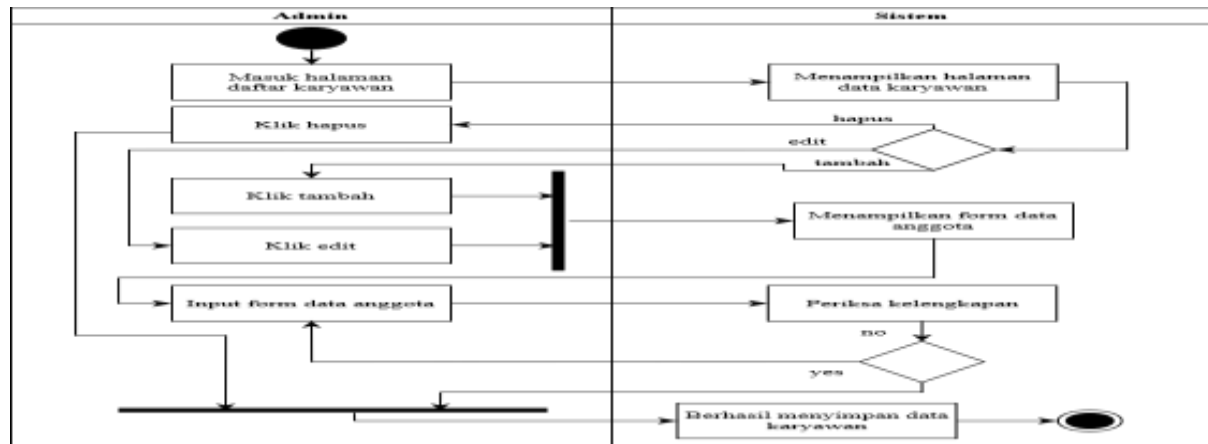


Figure 4.1.2.2 Activity Diagram Managing Employee Absence Data

4.1.3. Managing Employee Data



Gambar 4.1.3. Activity Diagram Mengelola Data Karyawan

4.1.4. Managing Reports

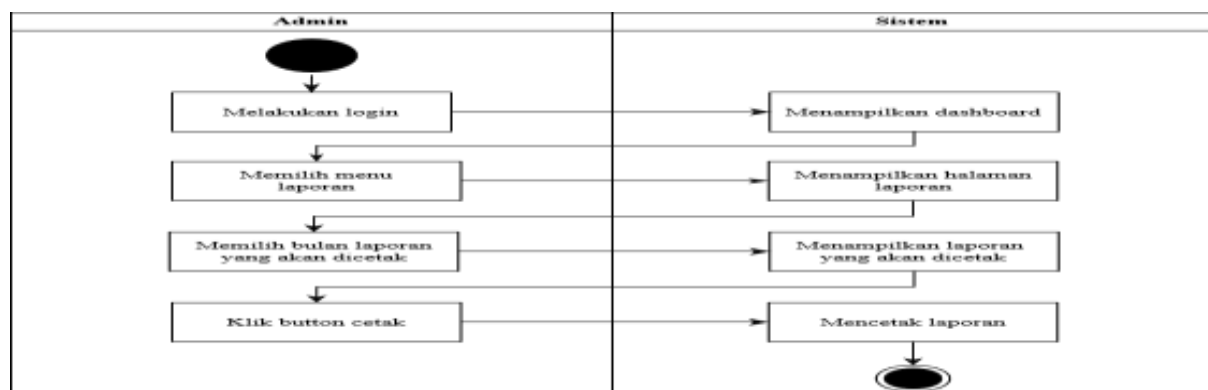
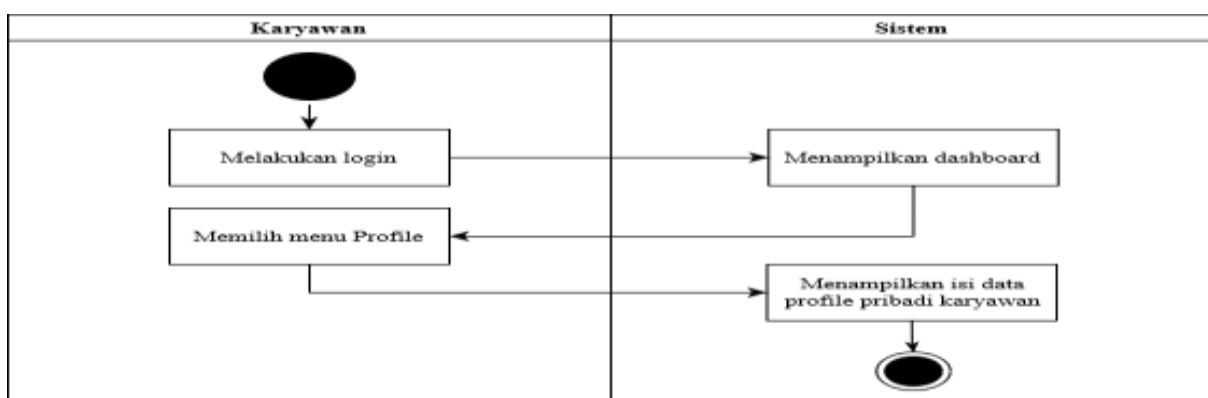


Figure 4.1.4. Activity Diagram Managing Reports

4.1.7. Melihat Profil Pribadi



Gambar 4.1.7. Activity Diagram Melihat Profil Pribadi

4.1.1. Viewing Absence Results

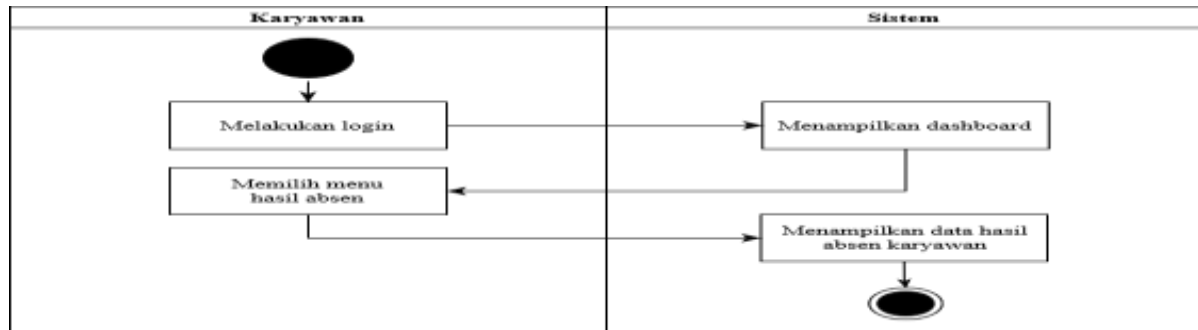


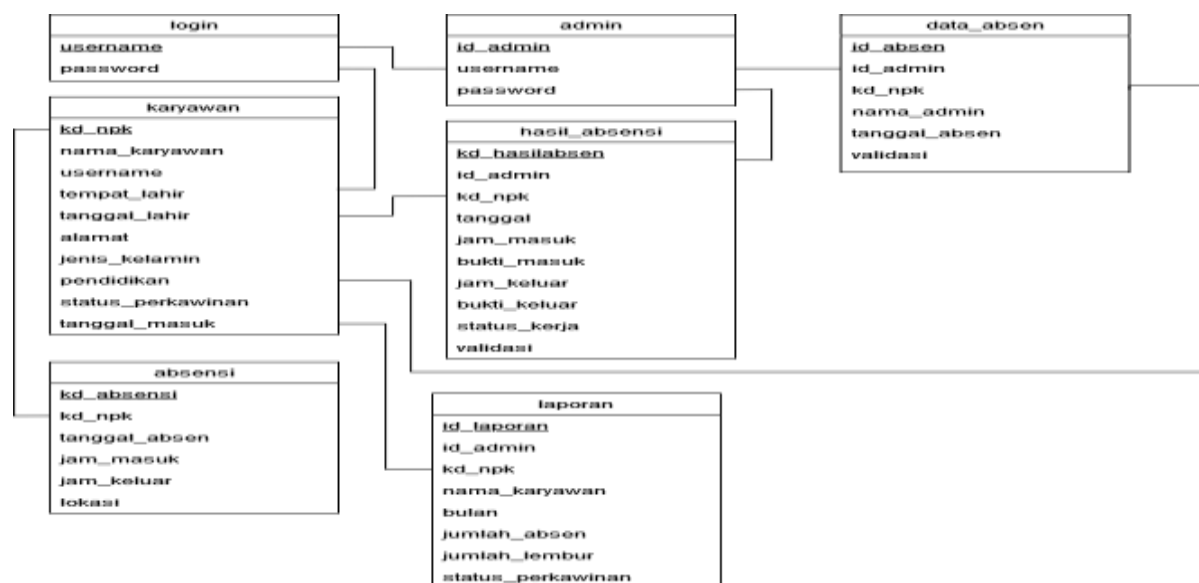
Figure 4.1.8. Activity Chart Viewing Absence Results

4.2. Prototype Design 4.2.1. Entity Relationship Diagram (ERD)



Figure 4.2.1. ERD Planning

4.2.2. Logical Record Structure (LRS)



Gambar 4.2.2. LRS Perancangan

V. CONCLUSION

Dari penelitian di atas dapat diperoleh kesimpulan sebagai berikut :

1. Sistem aplikasi E-absensi dapat mempermudah kinerja perusahaan khususnya bagian HRD dalam mengelola absensi untuk kebutuhan pengelolaan pembayaran gaji dan penarikan data karyawan yang diperlukan oleh perusahaan , dalam hal ini PT.Kusuma Kencana Jaya Bekasi.
2. Dapat meminimalisir kehilangan data absensi dan karyawan yang diakibatkan oleh *Human Error*.
3. Mempermudah dalam pembuatan laporan absensi yang dibutuhkan oleh perusahaan khususnya bagian HRD secara cepat, efektif dan efisien.

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