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INTERACTIVE INFORMATION MEDIA OF THE GENERAL ELECTION COMMISSION (KPU) OF EAST LOMBOK DISTRICT BASED ON ANDROID

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Abstract The application of multimedia as information media has now expanded its use even to KPU information issues. The development of information technology, especially multimedia technology using android-based tools, can help the younger generation or the community in general in obtaining information on the East Lombok Regency General Election Commission in the existing KPU books, the younger generation or the community in general still feel some obstacles or problems such as how to find out East Lombok KPU information such as how to vote correctly, the history of the East Lombok KPU, KPU RI, temporary voter data (DPT).

The purpose of this research is to create an Android-based General Election Commission (KPU) Information Media. It can be used to access East Lombok Regency election information and reduce election fraud.

In this thesis, the author provides an alternative solution to the existing problems. These, namely several East Lombok KPU information media applications, can provide an overview or explanation in the form of text, images and videos. According to Luther Sutopo, the design and manufacture of the East Lombok KPU information media application based on Android use the multimedia development method, which consists of six stages: conceptualizing, design, material collecting, assembly, testing and distribution.

The result or output of the application that the author designed is a packaged Android application.

Keywords: Multimedia, Android KPU East Lombok

1. Introduction

The development of technology today is very fast, and the use of information technology will improve work productivity and quality. The existence of the Internet is a means to disseminate and obtain information quickly. The Internet provides benefits for humans in both individual affairs and agencies such as government, education, and commercial. With the formation of this internet network, an organizational institution will find it very easy to provide information to the public or consumers. The development of technology that is currently popular is mobile using the Android operating system. Mobile phones that were previously known to only function as a means of communication after experiencing the development of mobile phones, or known as smartphones, can now make it easier for users in their daily lives, such as finding information about elections through the General Election Commission (Andika P, 2021).

The General Election Commission (KPU) is a state institution that organizes general elections in Indonesia, which include elections for DPR / DPD / DPRD members, President and Vice President elections and Regional Head and Deputy Regional Head elections. Currently, many people need to recognize the authority or function of the KPU, even though the KPU is very functional in collecting and processing materials for the preparation of the election budget plan and as an organizing institution for the implementation of elections. KPU will also treat the election fairly and in order to succeed in the election (Andika, 2023).

The problem that often arises in elections is that the results of the vote need to be synchronized with the number of Permanent Voters List (DPT) at each polling station (TPS). The results of the ballot tend to be higher than the number of DPTs available. This certainly needs fixing for the fanatics of a candidate and the people participating in the election in general. It also raises a public perception that the KPU needs to be more transparent in carrying out its duties. Considering the important role of the KPU, a multimedia-based information media and Android application can be developed. With multimedia, more interesting information media can be created by involving text, art, sound, images, and videos delivered through smartphones or digitally manipulated and can be delivered interactively.

Based on this background, the author tries to create a mobile-based information media for the East Lombok Regency General Election Commission.

The goal of the author is to create an Android-based information media platform for the General Election Commission (KPU) that can be used to access information for the East Lombok Regency election and reduce election fraud.

2. Materials and Methods

2.1. Data Collection Method

Data collection is carried out to obtain the data needed to make an application. The data collection methods used are:

1. Observation

   In this observation process, the author conducted direct Observation at the East Lombok General Election Commission as the research location.

2. Interview

   In compiling this thesis, the author conducted a direct interview with the East Lombok General Election Commission.

3. Literature Study

   In this method, the author collects data by searching for data regarding the East Lombok General Election Commission and downloading data from the internet in the form of images, sound or supporting text as a complement to making the application.

2.2. Approach and Application Development

Based on the discussion in the previous chapter on the methodology used in designing this program, the author uses the Luther Sutopo method, which consists of Concept,

Design, Material Collection, Assembly, Testing and Distribution. The Luther Sutopo diagram can be seen in Figure 3.1:

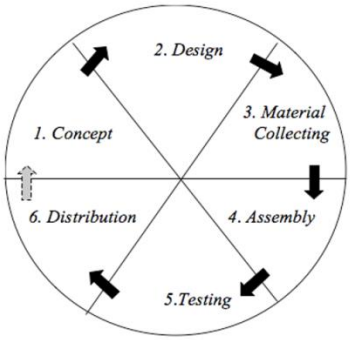

Figure 3.1 Diagram of Luther Sutopo's method

a. Concept

The stage is to determine who the users of the program are or what application will be created, besides assessing the type of application (interactive presentation, etc.) and the purpose of the application information, learning, etc. (Candra, 2023).

b. Design

This stage is to create specifications regarding the program architecture, display style, and material requirements. In creating a good interactive application, the design process must be carried out carefully by searching, comparing and combining design ideas. In this stage, the researcher designs the application in the following way: designing the application's storyboard hierarchy navigation structure (Candra, 2023).

1. Context Diagram

The East Lombok Regency Information Media Application is described using a context diagram consisting of two entities: admin and user. The admin can access, change, and add data, including editing voter data, assistance information, and KPU information. Inputing voter data, assistance information, and KPU information previously required an admin to log in to do all those tasks. The admin can also view voter data, assistance information, and KPU information.

While users are required to log in first to be able to see voter data, see assistance information, KPU information

For more details, see Figure 3.2 Context Diagram of the East Lombok Regency General Election Commission Information Media Application.

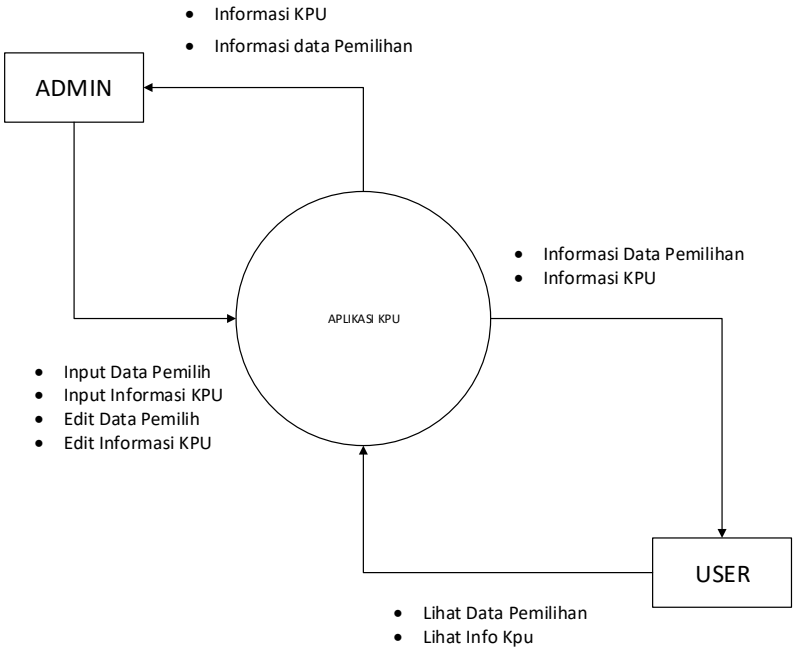

Figure 3.2 Context Diagram

2. DFD Level 0 Process 1-2 Interactive Media Application of East Lombok Regency General Election Commission

In DFD Level 0 Process 1, the Admin will conduct Data Collection, namely inputting voter data, inputting KPU information, editing voter data and editing information data in the election data table. In DFD level 0 process 2, the user/election will get information such as election/personal data info and KPU data info. The DFD level 0 can be seen in Figure 3.3:

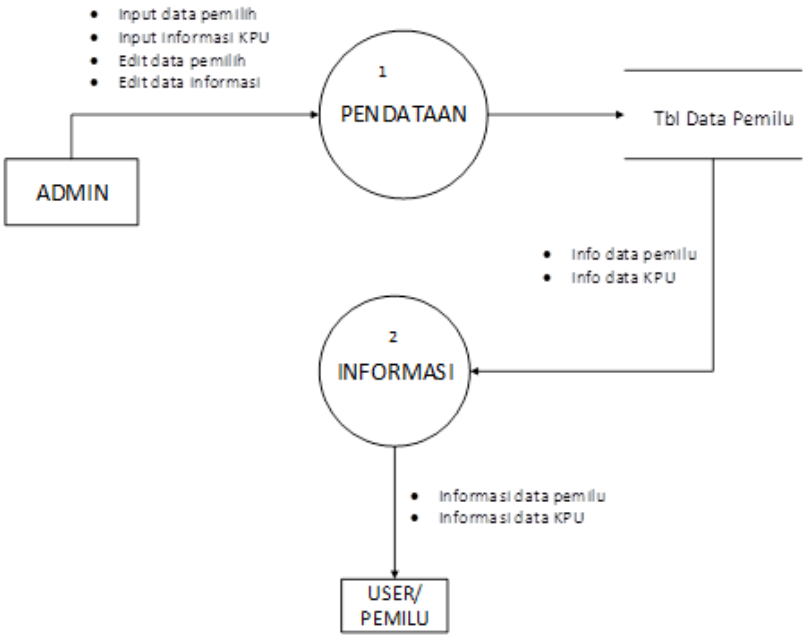

Figure 3.3 DFD Level 0

3. Flowchart of Information Media Application of the General Election Commission of East Lombok Regency

In the Flowchart of this application process, the first thing to do is enter the application, and then you will be greeted by an intro and automatically enter the home menu. Then, the user will be presented with several menus, including Profile Menu, BDP Menu, Documentation Menu, PKPU Menu, and DPS Menu; the user only needs to select the menu they want to open where if they're going to exit the menu, they only need to click the back button that has been provided. The Flowchart of the Information Media Application of the General Election Commission of East Lombok Regency can be seen in Figure 3.4:

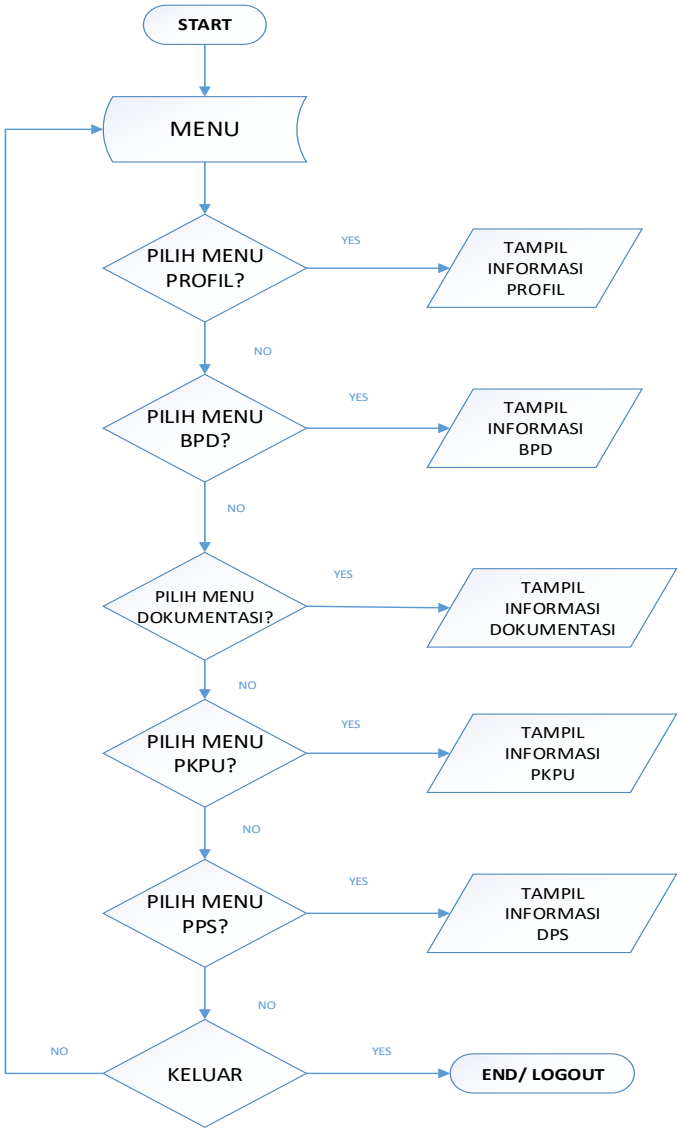

Figure 3.4 Flowchart Diagram

In the Flowchart of this application process, the first thing to do is enter the application, and then you will be greeted by an intro and automatically enter the home menu. Then, the user will be presented with several menus, including Profile Menu, BDP Menu, Documentation Menu, PKPU Menu, and DPS Menu; the user only needs to select the menu they want to open where if they're going to exit the menu; they only need to click the back button that has been provided.

3. Results

3.1. Application Explanation

3.1.1. Intro (Opening Page)

The intro display (opening page) of this information media is the initial display that displays the KPU logo image with a red background color, which will then display the main menu page on this program. The Intro display can be seen in Figure 4.1:

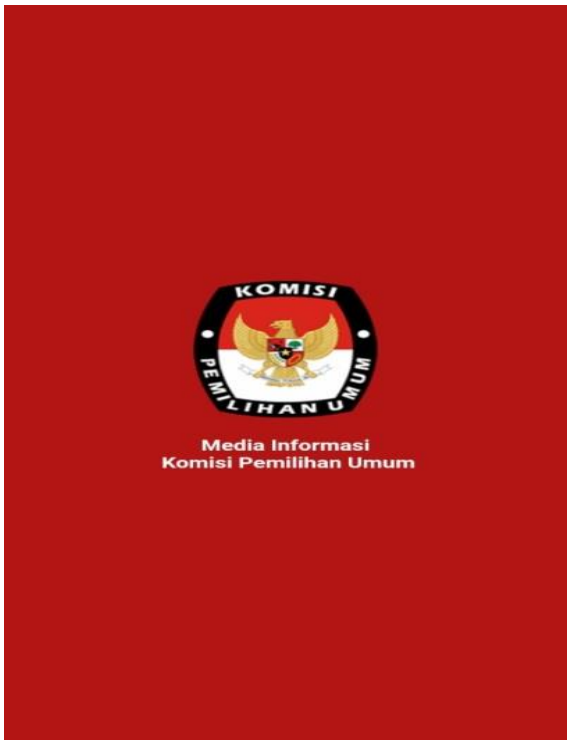

Figure 4.1 KPU intro page

3.1.2. Home Menu Page

The Main Menu is the initial display that contains submenus, namely Profile, KPU Regulations, DPS, Announcements and News, and Documentation. This Main Menu also includes control buttons. This Main Menu also includes control buttons, namely the exit button and the help button. The following is the main menu display which can be seen in Figure 4.2:

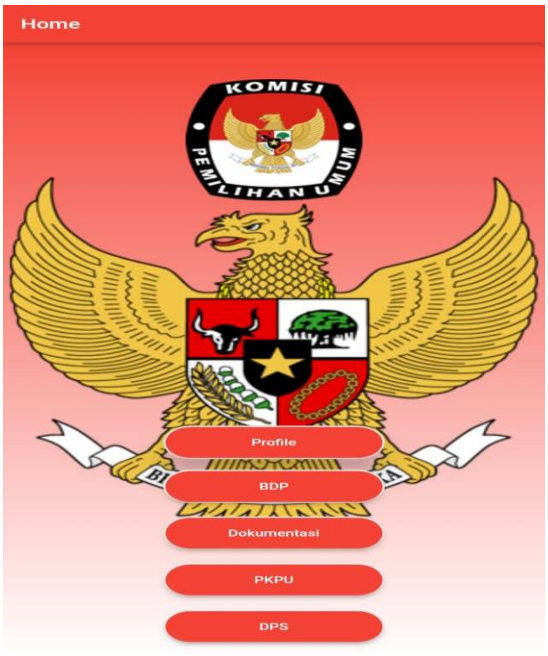

Figure 4.2 Home page

3.1.3. Profile Menu Page

Profile is part of the main menu, which has four submenus: history, vision and mission, organizational structure, and Regional Plan. This menu also has a control button, the back button, to return to the main menu. The profile menu can be seen in Figure 4.3.

Figure 4.3 Profile menu page

3.1.4. Vision Mission Menu Page

This menu contains an explanation of the Vision-Mission of the East Lombok KPU and has a ScrollPane to lower or raise the contents of invisible material. In this menu, there are also control buttons, namely the back button and the home button, that allow you to return to the main menu. The appearance of the Vision Mission menu can be seen in Figure 4.4:

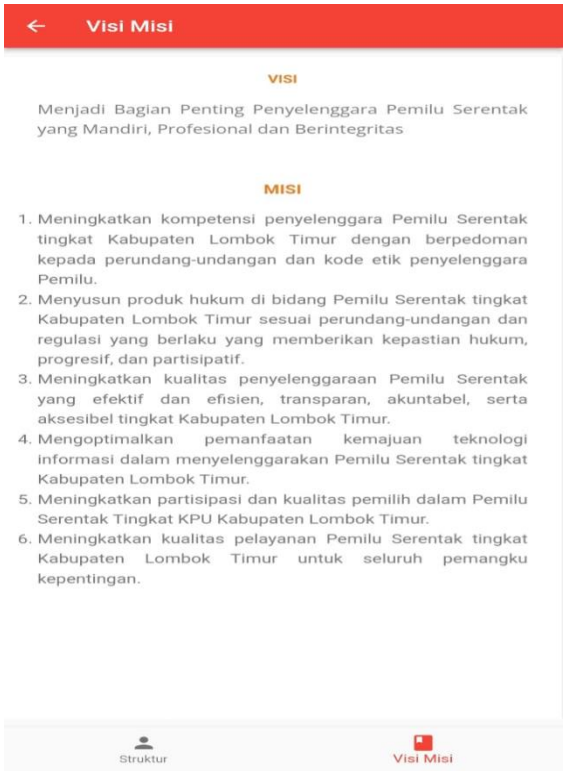

Figure 4.4 Vision and Mission menu display

3.1.5. Organizational Structure Menu Page

This menu contains images and explanations of the East Lombok KPU Organizational Structure and has a ScrollPane to lower or raise the contents of invisible material. In this menu, there is also a button to return to the main menu. The appearance of the Organizational Structure menu can be seen in Figure 4.5:

Figure 4.5 Organizational Structure menu display

3.1.6. Regional Map Menu Page

This menu contains a map of the location of the East Lombok KPU located at Jalan MT Haryono, Selong, East Lombok Regency. In this menu, there is also a control button, namely the back button, that allows you to return to the main menu. The appearance of the Regional Map menu can be seen in Figure 4.6:

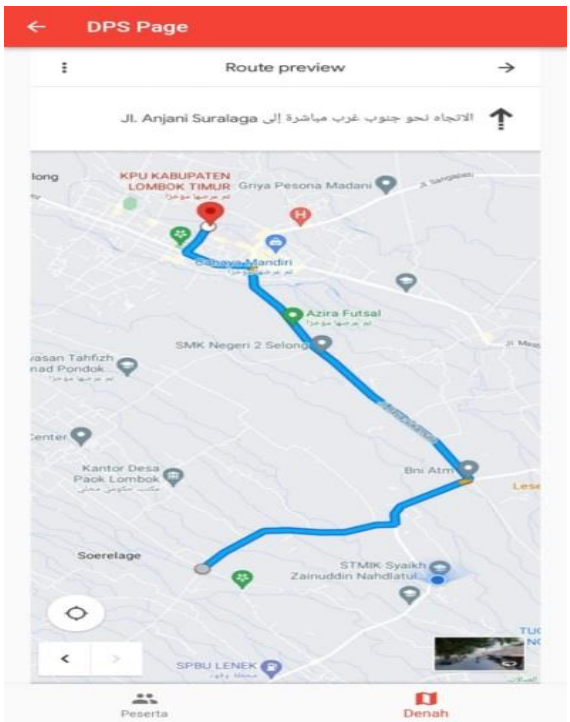

Figure 4.6 View of the Area Plan

3.1.7. PKPU Menu Page

This menu contains 120 KPU regulations with the access addres http://jdih.kpu.go.id/peraturan-kpu

This page has a ScrollPane to lower or raise the contents of invisible material. In this menu, there is also a control button, namely the back button, that allows you to return to the main menu. The appearance of the PKPU menu can be seen in Figure 4.7:

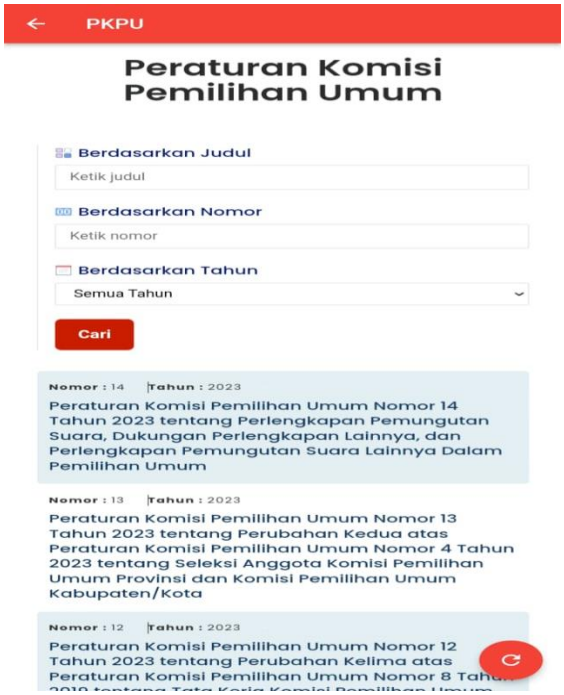

Figure 4.7 PKPU Menu Display

3.1.8. DPS Menu Page

DPS is part of the main menu that displays a list of temporary voters for the East Lombok Regency with an access address

This page has a ScrollPane to lower or raise the contents of invisible material. In this menu, there is also a control button, the back button, to return to the main menu.

The appearance of the KPU Participant List menu can be seen in Figure 4.8:

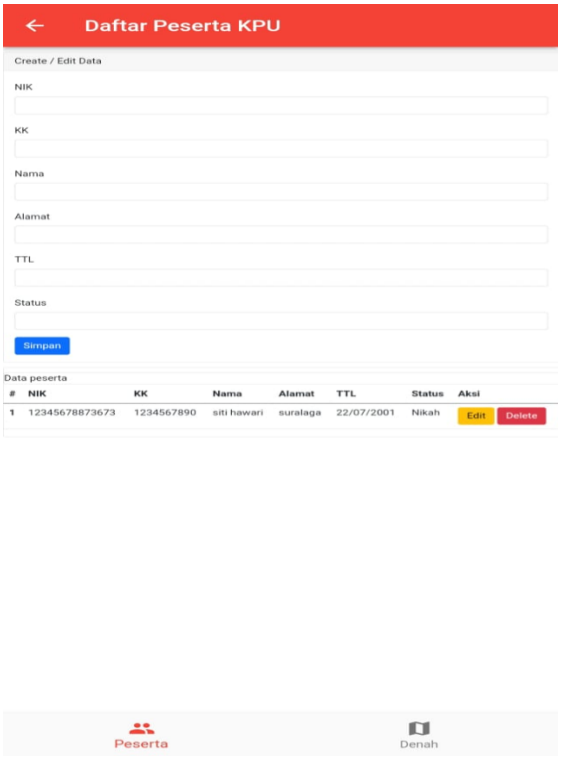

Figure 4.8 DPS menu display

3.1.9. Announcement and News Menu Page

Announcements are part of the main menu in this application, which contains important announcements related to the election, for example, the announcement of registration and determination of candidates for the East Lombok regional head. In this menu, there is also a control button, namely the back button, that allows you to return to the main menu. The appearance of the News and Announcements menu can be seen in Figure 4.9:

Figure 4.9 Announcement and News Menu Display

4. Conclusions

Based on the results of the application creation that has been carried out both from the research process and design to the implementation of the Interactive Media for Information on the East Lombok Regency General Election Commission Based on Android, it can be concluded that An Android-based East Lombok regional head election information media has been created, Based on the results of the trial with the beta test method that has been carried out in chapter IV, 85% of the community agreed and 15% disagreed with a total of 30 respondents and 68% of the KPU agreed and 32% disagreed with a total of 5 respondents. From the results of the East Lombok Regional Head Election Information Media questionnaire Based on Android, the community and the East Lombok KPU were more likely to agree because it can make it easier for the community to get information on the East Lombok Regency regional head election based on Android

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