

ABSTRAK

Pencatatan transaksi dan pengelolaan arus keuangan pada RGS Studio 2 Kedungreja saat ini masih dilakukan secara manual menggunakan buku besar. Metode konvensional ini rentan terhadap risiko kehilangan data, tingkat *human error* yang tinggi dalam kalkulasi, serta inefisiensi waktu dalam penyusunan laporan manajerial. Penelitian ini bertujuan untuk merancang dan membangun Sistem Informasi *Point of Sale* (POS) berbasis web guna mendigitalisasi seluruh proses operasional tersebut.

Pengembangan perangkat lunak dilakukan menggunakan *framework Laravel* sebagai *backend* dan *React TypeScript* sebagai *frontend*. Proses perancangan menerapkan metode *Scrum* yang dibagi ke dalam lima tahapan *sprint* untuk mengelola penyelesaian fitur secara iteratif. Sistem yang diusulkan mencakup fitur manajemen pengguna berbasis *Role-Based Access Control (RBAC)*, pencatatan transaksi kasir otomatis, manajemen buku kas ganda, pengiriman struk transaksi digital melalui WhatsApp, serta fitur rekapitulasi laporan keuangan otomatis berformat PDF.

Pengujian fungsionalitas dilakukan menggunakan metode *Black Box Testing*, dilanjutkan dengan *sprint review* dan *sprint retrospective*. Kemudian dilanjutkan dengan pengujian *System Usability Scale (SUS)* kepada empat responden yang terdiri dari pemilik, admin, dan kasir. Hasil implementasi menunjukkan bahwa sistem POS berhasil di-*deploy* pada layanan *cloud hosting* dan beroperasi dengan lancar. Evaluasi SUS menghasilkan skor rata-rata sebesar 70,0 yang menandakan bahwa sistem berada pada ambang batas kelayakan (*Acceptable*), masuk dalam *Grade C*, dan memperoleh predikat *Good*. Kesimpulannya, sistem POS ini secara signifikan berhasil mengeliminasi permasalahan pencatatan manual, mencegah selisih kalkulasi kas fisik, serta mempermudah audit keuangan secara *real-time*.

Kata Kunci: *Point of Sale*, *Scrum*, Sistem Informasi

ABSTRACT

The recording of transactions and financial cash flow management at RGS Studio 2 Kedungreja is currently still conducted manually using ledgers. This conventional method is vulnerable to data loss risks, a high rate of human error in calculations, and time inefficiency in preparing managerial reports. This study aims to design and develop a web-based Point of Sale (POS) Information System to digitalize all these operational processes.

Software development was carried out using the Laravel framework as the backend and React TypeScript as the frontend. The design process applies the Scrum method, which is divided into five sprint stages to manage feature completion iteratively. The proposed system includes user management features based on Role-Based Access Control (RBAC), automated cashier transaction recording, dual cash book management, digital transaction receipt delivery via WhatsApp, and an automated financial report recapitulation feature in PDF format.

Functionality testing was conducted using the Black Box Testing method, followed by a sprint review and a sprint retrospective. It was then followed by System Usability Scale (SUS) testing involving four respondents consisting of the owner, admin, and cashiers. Implementation results indicate that the POS system was successfully deployed on cloud hosting services and operated smoothly. The SUS evaluation yielded an average score of 70.0, indicating that the system is at the Acceptable threshold, falls into Grade C, and obtained a Good predicate. In conclusion, this POS system has significantly succeeded in eliminating manual recording problems, preventing physical cash calculation discrepancies, and facilitating real-time financial audits.

Keywords: Point of Sale, Scrum, Information System