Design Analysis of Web-Based Furniture Marketing Information System


Abstract: In the industrial world and with the progress of the times, technology will greatly help a small industry in managing beneficial information for consumers. Not all wood furniture industries have stores. However, the majority of shop owners in Pringsewu do not produce their own furniture. The owners who do not produce their own furniture receive merchandise from entrepreneurs who do not have shops. The owners provide furniture model orders needed by customers and users. In this case study, the data has been computerized so that consumers can receive information only by accessing the desired information. Furniture stores that build Web-Based Furniture Marketing Information Systems id to participate in providing data and information to people and can be accessed quickly, anywhere, and anytime.

Index Terms: Design analysis, web based, information system furniture.

I. INTRODUCTION

A. Background

The development of technology today [1-5]. The advancement of technology is greatly used by many people to access information quickly [6-10]. This information cannot be separated from the role of the web as a source of information on the internet [11-15]. In the sophisticated era, there are many companies provide information to people by using technology [16-21], one of them is furniture. It is done to be able to participate in providing data and information that can be trusted by consumers [22-25]. Furniture store is a medium-scale industry that is engaged in the field of furniture, especially from teak wood. In order to improve service to consumers, an information system design for marketing of teak wood furniture is made with the purpose of data flow and promotion can be accessed anywhere, anytime and by everyone.

B. Objectives

a. By web-based information system for furniture marketing, it can build a marketing information system.
b. By constructing a web-based furniture marketing information system, it is expected to increase sales and provide information to consumers about furniture products.

II. THEORETICAL BASE

A. Definition of System

System is a set of components that work together to achieve a goal [26-30]. Each component has a different function than others, but they still works together [31-35].

B. Definition of Information

Information is data that has been organized and has usability and benefits [36-39].

C. Definition of Furniture

Furniture is a term used for staircase that functions as a storage area for goods, seating, beds, working on something in the form of tables where items are placed on the surface.

D. Definition of Web-Based Information System

Web-based Furniture Information System is an information access service using Internet that connects users of information with servers as data sources. The data provided are information about furniture products.

E. SDLC Method

SDLC (Systems Development Life Cycle, or Systems Life Cycle is system engineering and software engineering, or the process of making and changing systems and the models and methods used to develop the systems [40-45]. This concept generally refers to computer systems or information SDLC is also a pattern taken to develop a software system that consists of: planning (planning), analysis (analysis), design (design), implementation (implementation), testing (testing) and management (maintenance) [46-49].

System Development Life Cycle (SDLC) is the whole process of building a system through several steps.
There are several SDLC models [50-54]. The model that is quite popular and widely used is waterfall [55-60]. Some other models of SDLC are fountain, spiral, rapid, prototyping, incremental, build & fix, and synchronize & stabilize [61-65].

III. RESEARCH METHODOLOGY

The method used by the author in developing and designing systems was a System Development Life Cycle (SDLC). In an SDLC cycle, there are six stages performed by researchers in developing and designing the system

1. Create running workflow analysis [66-70].
2. Specify the needs of the system, namely performing details about what is needed in developing the system and making plan relating to furniture information systems.
3. Creating design management workflows and programming design that are needed for the development of furniture information systems [71-75].
4. Develop information system by writting needed program.
5. Perform test of information system made.
6. Implement and maintain the system.

Researchers applied the SDLC cycle writer sequentially, started from the first stage to the sixth stage. Every step that has finished then reviewed, sometimes with an expert user, especially in the requirements specification and system design stages to ensure that the stages have been done correctly and as expected. If not, the stage needs to be repeated or go back to the previous stage.

Review conducted by the author was quality control test. Quality control was carried out by the author to build the quality of the system. Author documented all stages in the cycle to facilitate maintenance and improvement of system functions.

This Marketing Information System Designed by creating a system flowchart that configurates how the marketing system from the furniture store before the computerized system and how the design of the development system, then it was followed by creating flow documents from the Data Flow Diagram.

IV. DESIGN ANALYSIS

A. Context Diagram

This Marketing Information System Design by creating a system flowchart that configurates how the marketing system of the furniture store before the computerized system and how the design of the development system, followed by creating a Context Diagram document can be seen in the following Figure.

B. ERD (Entity Relationship Diagram)

The design of this marketing information system is by creating a system flowchart that arranges how the marketing system of the furniture store before the computerized system and how the design of the development system were followed by creating a flow document from the Entity Relationship Diagram (ERD).

C. Website Implementation

This output design will display the news about available goods in information system as shown in figure 1.

Figure 1. Display of Website Implementation

V. CONCLUSION

1. By this marketing information system, the furniture store can serve the consumer effectively because consumer can know the stock and type of thing effectively.
2. By this marketing information system, then the delivery of information has wider scope. It facilitates citizens to get information without having to come directly to the place

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