Universiti Teknologi MARA

KOSISWA E-MARKETPLACE MOBILE APPLICATION (KEMMA)

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ABSTRACT

This project is about a mobile application, KOSISWA E-Marketplace Mobile Application (KEMMA) which is developed to cater on buying and selling transactions among students of UiTM Cawangan Terengganu Kampus Kuala Terengganu (UiTMCT KKT). The main purpose of this project is to solve all of the problems existing in the current process of conducting buying and selling among students of this campus. The problems identified and will be solved by developing this project are there are no suitable platform for students of this campus to conduct buying and selling transactions, lack of information of the product provided by sellers to the buyers and finally the buying and selling activities conducted by students cannot be monitored or controlled by the management. This application will be developed based on Extreme Programming (XP) methodology which is one of agile development. Before starting to develop this application, several similar application have been identified. This application will be used as a comparison in order to ensure that the developed application will be able to fulfill all of the user and system requirement effectively in catering the buying and selling transactions among students of this campus. There are three type of user for this application which is Students, Club Admin and HEP Staff. This application have been tested by the developer and selected testers. All of the selected tester are selected based on the qualification and suitability with each the type of user of the application. The testers selected for the first type of user, Students are consist of student in UiTMCT KKT who have an experienced in conducting buying and selling transactions at this campus. As for the second type of user, Club Admin the testers selected are consist of the member of KOSISWA, the club who will manage the application. Lastly, the testers for HEP Staff are selected among the Student Representative Council of UiTMCT KKT. This is because there are several limitations and constraints due to the pandemic that occurred in this country currently making that the system cannot be tested by the actual HEP staffs. Hence, substituting the staff with Student Representative Council is the best method as there are the one that understand about the expectations and requirements of HEP the best. The user evaluation of this application was conducted virtually by using platform such as WhatsApp and Google Meet. The evaluators selected will give commands and instructions while the developer controlled the application according to the given instructions. There are 30 students that were selected to evaluate the application. All of those evaluators will then evaluate the application based on the questionnaire given through the Google Form. Based on the testing and evaluation conducted, the developer able to obtained suggestions, recommendations and the possible improvements that can be made to the application. The result of the testing and evaluation suggested that the application have been successfully developed but there are some functionalities that do not function as what was expected. These problems however are minor and do not affect the core function and process of the application developed. These problems should be fixed and improved by the developer to ensure that the application will be able to be used by users without any problems in an efficient and effectively.

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