

WEB-BASED APPLICATION AND APPROVAL OF STUDENT EXTRACURRICULAR ACTIVITIES

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ABSTRACT

A system that can be used to submit and approve an application to organize student extracurricular activities has grown in importance as information technology is applied in all aspects of life. An extracurricular activity is an activity carried out by students that falls outside the realm of normal school, college or university education curriculum. To organize an activity, students need to prepare a paperwork to be submitted through their advisors. Current manual process has problems such as incomplete application forms, missing forms and difficult to manage all the documents. Therefore, the aim of the project is to develop a web-based system that automate the manual process of applying to organize student extracurricular activities and will also automate the approval process. The development of the system is divided into three phases: (1) requirements identification, (2) application design and construction and (3) system testing using heuristic evaluation and usability testing. There are twenty five participants that are involved in the testing (two administrative staffs, twenty three students and three experts). The results indicate that the respondents agreed that all functionalities that are available in this application works well. It also significantly reduces the time to resolve problems related to the application submission and improve the process of application and approval of student extracurricular activities. The objectives of the project are achieved, where a prototype was developed to demonstrate the various functions that are included in the scope of the project.

Keywords: Automated system, extracurricular activities, management system.