

UNIVERSITI TEKNOLOGI MARA

**APPLYING RAPID PROTOTYPING
METHODOLOGY INTO THE DEVELOPMENT OF
ISKANDAR MALAYSIA STUDIOS WEB PORTAL**

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ABSTRACT

Development of a website or a web portal with the normal and usual development lifecycle such as SDLC is normal in IT. But the way of applying methodology in the development process is something that require deeper thought to ensure the final result of the product will be good and the important is to fulfill user requirement. Iskandar Malaysia Studios is new business that currently just grow the number of staff in the organization. The bigger number in the organization the more we need a system for any purpose depending to the organization needs. As the organization is growing up, it needs a web portal for internal to be an information center for all staff. Development of the web portal need to be done by the IT department as it is part of IT scope. The problem occur when the requirement of the development duration is too short. With limited resource in IT department, this project still need to be done in any way, it has to be up as soon as one and a half months. The reason why management decided to develop it in-house is to save cost. These three reason lead us to decide to use Rapid Prototyping as a methodology in the development process. With Rapid Prototyping methodology, development of the web portal would be very fast and fulfill the duration of project time frame that been given by the management of Iskandar Malaysia Studios. But, does the portal system satisfy the end user with rapid development? We don't know until we get respond and feedback from the end users itself. This project will explain how rapid prototyping being applied to the project development process and also evaluate the portal system by doing usability testing to the end user.

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