CHAPTER 1

INTRODUCTION

1.1   Background of the Study

Project management is a process of planning, organizing, directing, and controlling company resources with short-term goals to achieve specific goals and objectives. Project management is designed to organize and control the company's resources according to related activities, time efficiency, cost efficiency, and good performance. This requires good management and direction because a project has limitations in order to achieve the ultimate goal of a project. What needs to be managed within the project management area include cost, quality, time, health and safety, resources, environment, and risk [7]. User Interface Management provides the user interface to abstract applications Interfaces required getting this provides high quality faces with lower construction costs [8]. So it can be concluded that the Project Management User Interface is a user interface that provides information for management in decision-making and also to run the company's operations by utilizing the user interface in order to achieve the ultimate goal of a project.

Teras Code Digital is a company focused on digital application development services and resource development and training. There are also services like Cyber Security Solution, Enterprise Integration, Managed Service

and Hosting and Domain Regristration [2].Where the service can be accessed in the form of website. For the development of the website then all data and services will be accessible in the form of mobile. The existence of this mobile application helps users to keep connected with the company, view the progress of the project, as well as arranging the project discussion schedule. This mobile application will provide real time data such as those in the web application but the difference is the appearance of the user interface on the mobile application.

1.2 Research Problem

Based on the background that has been described above, the authors research the issues to be discussed, that is:

a. Does it feasible to add new features from the Teras Code Digital into a mobile-based application?

b. Does the mobile application improve the accessibily Teras Code Digital User Interface?

1.3 Limitation of the Study

In order to avoid a wide discussion and deviate from the theme that the author chose, then in this thesis set boundaries as follows:

1. Information systems used are already available in the company.

2. Database and server has been provided by Teras Code Digital company because all data and account have been made by the company.

3. Restful API will be prepared by the company because there is some data that is confidential and privacy so it will be easier for researcher to focus more on developing the mobile applications version of the system.

4. The operating system is only for android.

5. The testing of the mobile version will be carried out on devices.

1.4 Objective of the Study

The objectives of this studi to be achieved of this undergraduate thesis is as follows:

1. Add features in a Mobile-Based that makes it easier for users to access the data.

2. Teras Code Digital can improve user satisfication.

3. Present the data in real time and detail required by the user in deciding the next project design.

4. Qualified graduation of bachelor degree from Universitas Amikom Yogyakarta by completing undergraduate thesis.

5. Applying the theoretical knowledge and practice gained during the education at Amikom University of Yogyakarta.

1.5 Benefit of the Study

The benefits of this research are as follows:

1. Benefits for Students

Can provide practical experience knowledge directly by practicing the theoretical knowledge of Teras Code Digital with mobile application.

2. Benefits for Administrators

It is expected to be useful to add information about what is required by the company.

1.6   Research Methods

Methods of fact-finding and data collection used in building mobile applications that will dirangcang authors use several research methods include:

1. Observation Method

A method of collecting data by doing research and comparison with an existing website.

2. Interview Method

A method of data collection by communicating directly with the owner of the Teras Code Digital or the designated structure for system conversion. Then by comparing user responses about web applications with mobile applications.

3. Library Method

Studying the literature in the form of personal books, or books that already exist in libraries and the internet associated with mobile applications.

4. Likert Scale for Survey

A method of analyzing data using individual likert-typed items (questions) as survey research to scalling response for get the range captures the intensity of their feeling for given item.

1.7 Undergraduate Thesis Organization

This thesis systematically in five chapters, each chapter as follows:

CHAPTER 1 INTRODUCTION

This chapter describes the background of the study, research problem, limitation of the study, objectives of the study, benefit of the study, previous studies, and research paper organization.

BAB II THEORY AND LITTERATUR REVIEW

This chapter contains the contents of the library that describes theories to support the title and underline the discussion of the research being undertaken.

BAB III RESEARCH METHODE

This chapter contains about the design of mobile applications and features that are used in this application.

BAB IV RESULT AND DISCUSSION

This chapter discusses the results of mobile apps that have been created as well as ways to use them.

BAB V CONCLUSION AND SUGGESTIONS

This chapter contains the conclusions derived from the results of the tests conducted and the suggestions given for further research.