

**ANALYSIS AND DESIGN OF ILLUSTRATOR  
AND ARTIST E-COMMERCE**

**BACHELOR THESIS**



Arranged by:

**Nathasia Aldys Efendi**

**14.62.0027**

**UNDERGRADUATE PROGRAM  
BACHELOR OF INFORMATION SYSTEM  
FACULTY OF COMPUTER SCIENCE  
UNIVERSITY OF AMIKOM YOGYAKARTA  
YOGYAKARTA  
2018**

**ANALYSIS AND DESIGN OF ILLUSTRATOR  
AND ARTIST E-COMMERCE**

**BACHELOR THESIS**

to meet most of the requirements  
of achieving a Bachelor's degree  
Study Program Information System



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BACHELOR OF INFORMATION SYSTEM  
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2018**

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**ILLUSTRATOR AND ARTIST**

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**LEGALIZATION**  
**BACHELOR THESIS**

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**ILLUSTRATOR AND ARTIST**

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To achieve a Bachelor degree in Computer

13<sup>rd</sup> August, 2018



## STATEMENT

I, the undersigned declare that this bachelor thesis is my own work (ORIGINAL), and the content in this thesis does not contain any work ever submitted by others to obtain an academic degree at any higher education institution, and as far as I know, there are no works or opinions ever written and / or published by others, except those referred on this text and mentioned in the bibliography. Everything associated with the script and the work that has been made is to be my personal responsibility.

Yogyakarta, 18<sup>th</sup> August 2018



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Surabaya, 18<sup>th</sup> August 2018,

## INTISARI

Di Indonesia, masih banyak pekerja lepas (freelance artist) yang menggunakan sosial media atau blog sebagai perantara dalam mengunggah karya, mempromosikan dan bertransaksi antar pengguna lokal. Hal ini membuat transaksi tidak aman dan tidak bisa dipercaya. Ada beberapa masalah dalam menjual karya secara online melalui sosial media atau blog biasa. Mulai dari tenggat waktu yang tidak tercapai, pelanggan atau seniman yang kabur tanpa bayar atau beberapa miskomunikasi.

Pada skripsi ini, pengumpulan data menggunakan beberapa metode, diantaranya adalah metode wawancara dengan menanyakan beberapa pertanyaan yang dibutuhkan. Metode observasi melakukan pengamatan secara langsung ke objek untuk melihat dari dekat kegiatan yang dilakukan. Hasil pengumpulan data digunakan untuk menganalisis pokok-pokok permasalahan yang ada. Melakukan perancangan model proses menggunakan model DFD, perancangan database, perancangan interface dan relasi antar tabel.

Aplikasi yang dihasilkan berbentuk prototype berbasis website “Illustrator and Artist” yang dapat membantu memudahkan transaksi antar seniman dan pembeli.

**Kata-kunci:** Sistem informasi, sistem informasi penjualan, analisis, perancangan, Illustrator dan Artist.

## ABSTRACT

In Indonesia, there are still many freelance artists who use social media or blogs as intermediaries in uploading works, promoting and transacting between local users. This makes the transaction unsafe and untrustworthy. There are some issues in selling works online through social media or regular blogs. Starting from unattended deadlines, customers or artists who escape unpaid or some miscommunication.

In this thesis, data collection using several methods, such as interview method by asking some questions needed. Observation method to observe directly to the object to see closely the activities undertaken. The results of data collection is used to analyze the issues of existing problems, Perform the model design process using DFD model, database design, interface design and relationships between tables.

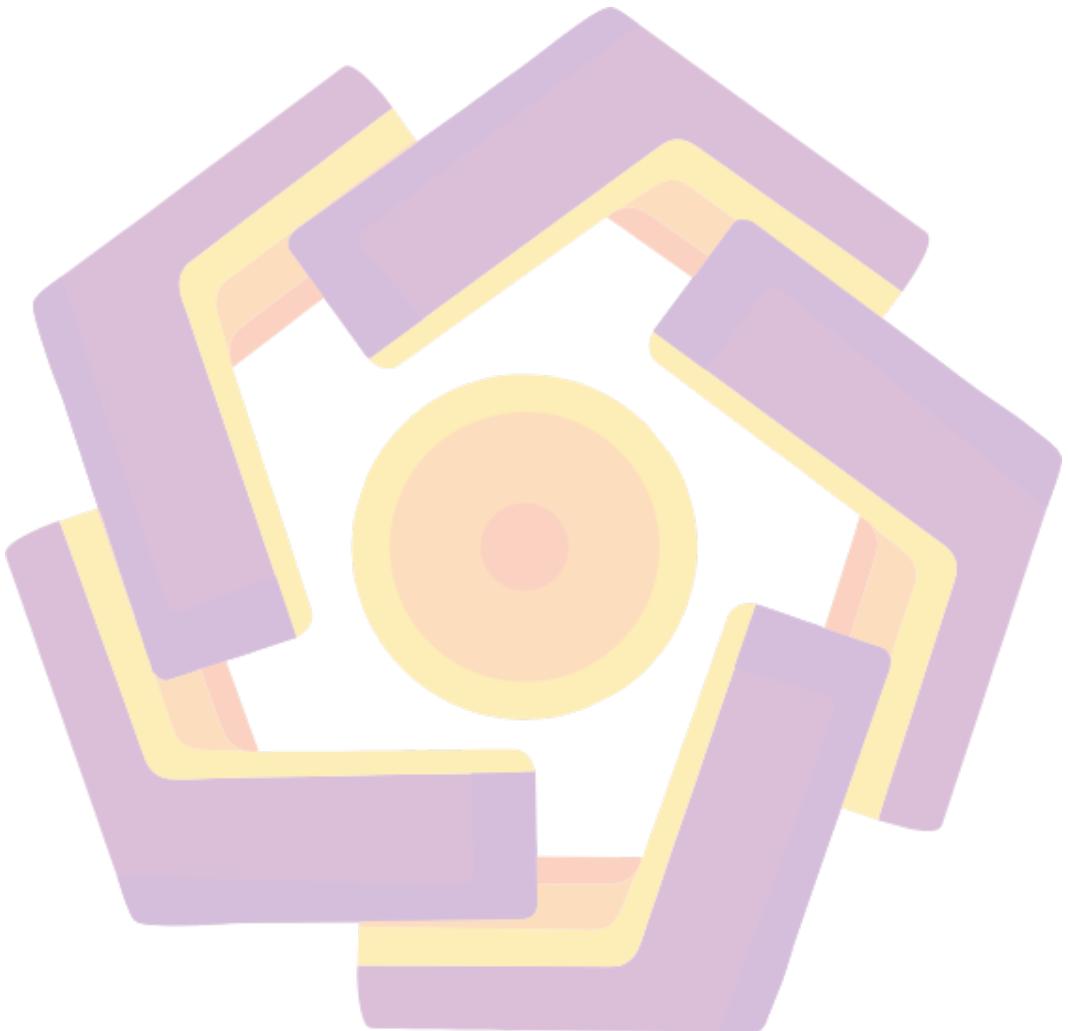
The application result takes the form of a web-based prototype "Illustrator and Artist" that can help Facilitate transactions between artists and buyers.

**Keywords:** Information systems, sales information systems, analysis, design, E-Commerce, Illustrator and Artist

## MOTTO

“And a step backward, after making a wrong turn, is a step in the right direction.”

— Kurt Vonnegut



## **DEDICATION**

On this dedication page, the author would like to thank as much as possible to:

1. My parents, Mr. Joni Efendi, and Mrs. Sri Yatun who have brought me up as well as possible. Thank you for the support, patience, and enthusiasm that has been given to me.
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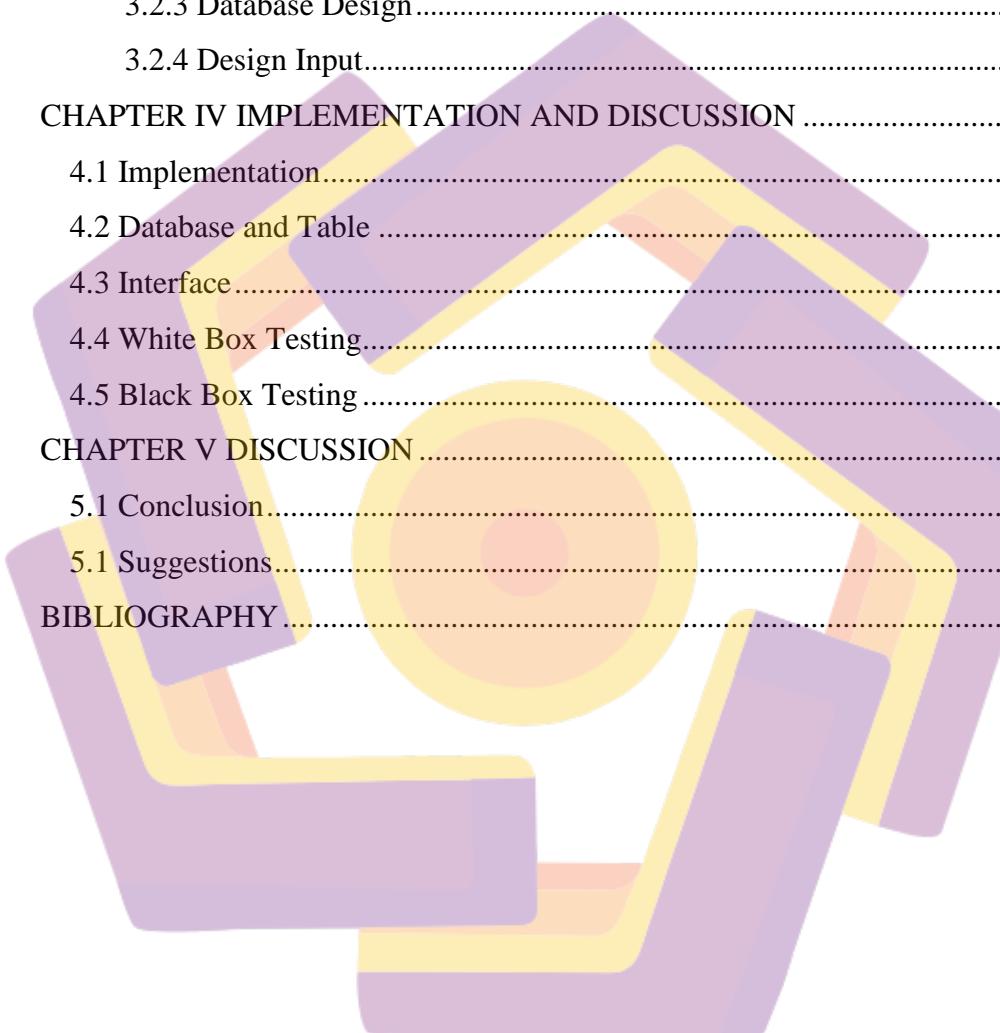
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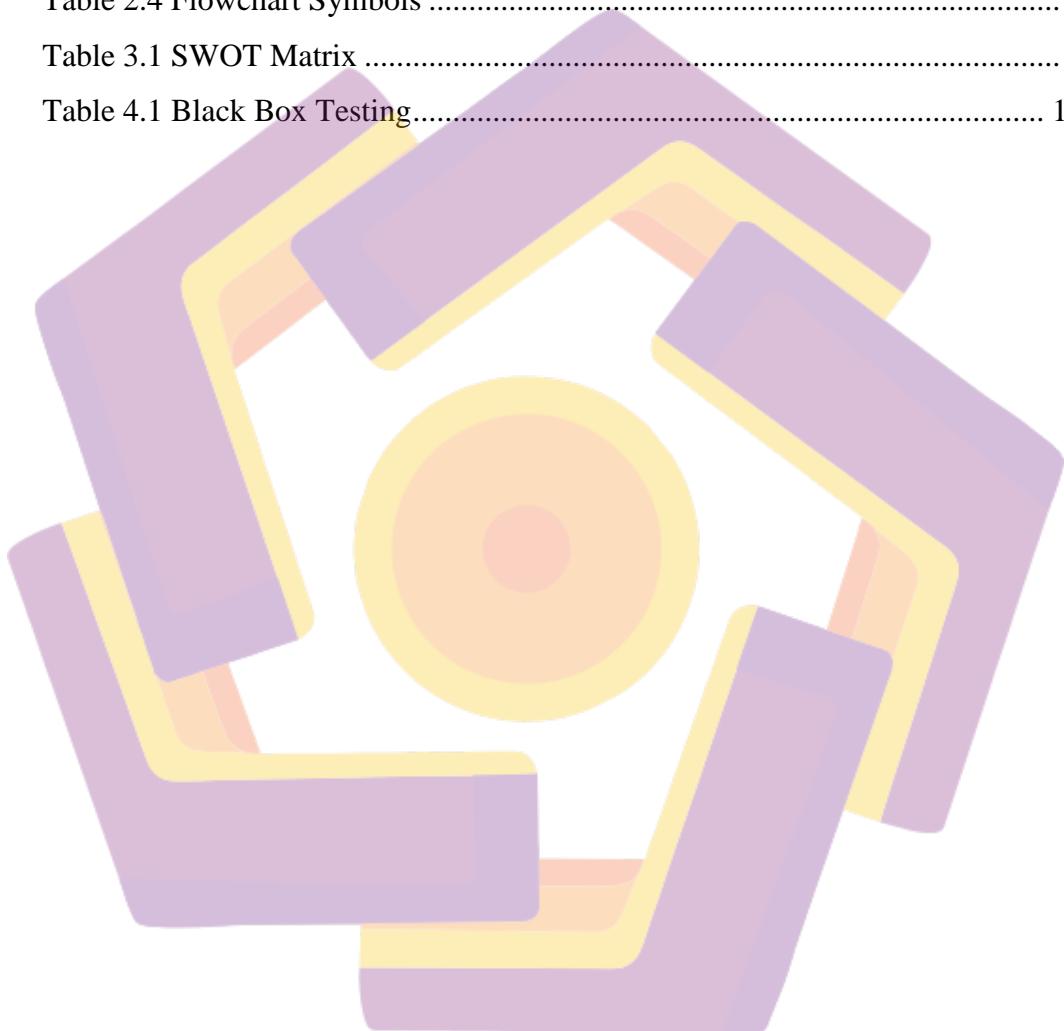
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