

Implementation of Electronic Government as a Media of Information and Public Openness in Dadirejo Village, Wonosobo District, Tanggamus

Andreas Andoyo¹, Rani Ramadhani²

^{1,2}Prodi Sistem Informasi, STMIK Pringsewu, Lampung

^{1,2}Jl. Wisma Rini No. 09 Pringsewu, Lampung, Indonesia

E-mail : aandoyo244@gmail.com¹, raniramadhani227@gmail.com²

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Abstract-Electronic government is a government-based electronic website, aiming to improve the relationship between the government and other parties. The e-government provides 24-hour online public services. The village of Dadirejo is a village located in the District of Tanggamus District, Dadirejo Village still has not used E-government as a public service, to overcome it in creating a new system that can be used as a medium of information to the public. The process of making E-government in Dadirejo Village is done by analyzing the existing system, then using some diagrams namely, DFD (Flow Diagram), ERD (Entity Relationship Diagram), and flow chat. Continued premises designing web and MySQL database. E-government in Dadirejo Village is expected to make it easier to provide services and information to the community quickly, accurately, and indefinitely.

Keywords- E-government, Website, Village, SDLC

I. INTRODUCTION

E-government (government electronics) is a digital government that uses online information technology to improve relations between the government and other parties. E-government forms an information network and provides public services that can be accessed 24 hours, whenever and wherever the user is. The Indonesian government since 2003 has issued a policy on E-Government, in Presidential Instruction No. 3 of 2003 states that every central and local government agency must compile a strategic plan for developing E-Government in their respective environments[1].

Based on the results of the Indonesian e-Government Ranking (PeGI) at the provincial level at the end of 2015, it was found that DKI Jakarta Province received the title of position 1 (one) in the category of "Good", and West Java Province received the title of position 2 (two) big category "Good", while Lampung Province received the

predicate category "less". Figure 1. Shows the 2015 Provincial PeGI ranking.

PeGI Tingkat Provinsi Tahun 2015

NO	PROVINSI	DIMENSI					NILAI RATA-RATA	KATEGORI
		KEBIKAMAN	KELEMBAGAAAN	INFRASTRUKTUR	APLIKASI	PERENCANAAN		
1	Provinsi DKI Jakarta	3,50	3,40	3,37	3,57	3,33	3,30	BAIK
2	Provinsi Jawa Barat	3,80	3,07	3,30	3,11	3,13	3,07	BAIK
3	Provinsi Jawa Timur	3,27	3,30	3,30	2,80	2,57	3,03	BAIK
4	Provinsi Gorontalo	2,97	2,73	2,80	3,40	3,13	2,95	BAIK
5	Provinsi Bangka Belitung	2,50	3,00	3,30	2,79	3,00	2,90	BAIK
6	Provinsi DI. Yogyakarta	3,00	3,00	3,50	2,80	2,90	2,94	BAIK
7	Provinsi Jawa Tengah	3,00	2,20	2,67	2,80	2,53	2,64	BAIK
8	Provinsi Bali	2,50	2,50	2,80	2,80	2,53	2,63	BAIK
9	Provinsi Sumatera Utara	2,67	2,67	2,53	2,90	2,53	2,65	BAIK
10	Provinsi Jambi	2,50	2,50	2,73	2,83	2,50	2,63	BAIK
11	Provinsi Nusa Tenggara Barat	2,00	2,50	2,40	2,57	2,00	2,34	BAIK
12	Provinsi Kalimantan Timur	2,00	2,50	3,00	2,50	1,00	2,52	BAIK
13	Provinsi Aceh	2,33	2,33	2,53	2,53	2,80	2,53	BAIK
14	Provinsi Sumatera Selatan	2,30	2,33	2,53	2,20	2,40	2,35	KURANG
15	Provinsi Sumatera Barat	2,07	1,93	2,13	2,13	1,80	2,01	KURANG
16	Provinsi Kalimantan Selatan	2,00	2,00	2,53	1,93	1,93	1,88	KURANG
17	Provinsi Lampung	1,93	1,93	1,73	1,67	1,73	1,76	KURANG
18	Provinsi Sulawesi Tengah	1,87	1,93	1,53	1,67	1,67	1,73	KURANG
19	Provinsi Sulawesi Barat	1,80	1,53	1,80	2,07	1,80	1,72	KURANG
20	Provinsi Bengkulu	1,50	1,20	1,80	1,80	1,80	1,54	KURANG
RATA-RATA		2,5	2,4	2,5	2,5	2,4	2,50	

Figure 1. Results of the 2015 Indonesian e-Government Ranking (PeGI)[2]

Referring to the results of the PeGI, in this study improving the quality of IT governance. Along with the development of information and communication technology in the era of globalization, the activities of human life are changing. The need for information is a priority among the public. Dadirejo Village is still unable to develop Village information using IT governance. For this reason, the authors make it easier for the public to find information on village activities whenever and wherever using a website-based online application to provide efficient and effective information services in order to attract people's attention to village activities.

From research conducted by Hamzah Alfari, Suyono (2017). It can be concluded that with the existence of E-government at Pekon Sukoharjo1, the area of promotion area becomes very wide, the time to get information about Pekon Sukoharjo1 will be faster, easier, and more efficient. The information system is unlimited and can be accessed anywhere and anytime without having to come directly to Pekon Sukoharjo1. Can optimize the services provided by the Government of Pekon Sukoharjo1 to the community[3]. Research conducted by Evy Septiana Rachman (2017). It can be concluded that the E-Government system in Wonokarto Village has succeeded in

overcoming limitations because, with this E-Government, the community can easily get services and information quickly and accurately without knowing a time limit and can be done anywhere as long as there is internet access, namely using an online system. namely the website[4].

Research that has been done before is regarding the potential of the village which is the object of research. Village potential must indeed be developed in this era of globalization. Not only village potential, but Village activities also need to be developed. For this reason, the author will make village activities an object of research, and later it will be developed into a website that can be used as an information medium for village activities and can be accessed by the local community or the wider community in general.

As a society living in the era of globalization, it is necessary to keep abreast of the increasingly rapid developments in information technology. Then how do the villagers follow the development of information technology in this era of globalization by using E-Government governance in the village.

By implementing a website-based online system as information on Village activities, it is hoped that it will be able to meet community information needs, benefits all parties, and can motivate people to participate in various activities in the Village.

II. THEORETICAL

A. *Electronic Government*

Indrajit (2005) Electronic Government can be interpreted in various ways, Electronic Government is actually an effort to create an atmosphere of governance that is in accordance with the objectives. Electronic Government aims to increase the efficiency and effectiveness of the government and develop democracy and public participation. E-Government is divided into several types, including:

- 1) E-Business is a Government to Business (G2B) application in which the government deals with various business groups for mutual cooperation.
- 2) E-Health is carried out by the Ministry of Health to improve the quality of health services, save expenses in terms of providing health services, and to improve clinical laboratory services.
- 3) E-Citizen and E-Server One of the main objectives of E-Government is to provide easier and quality services to the public as government customers. E-Citizen and E-Server are how the government builds good relations with the community by providing information and services according to their needs and aspirations[5]

B. *Desa Definition*

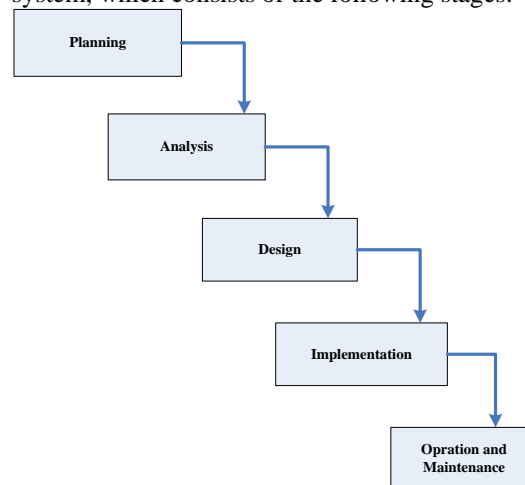
A village is a legal community unit that has territorial boundaries that is authorized to regulate and carry out government affairs, the interests of the local community based on community initiatives, rights of origin, and / or traditional rights that are recognized and respected in the government system. The Unitary State of the Republic of Indonesia (Law No.6 2014)[6][7].

Dadirejo Village is located in Wonosobo District, Tanggamus Regency. Dadirejo Village is located not far from Wonosobo District and has a large population in the village. Most of the population works as farmers or gardeners, of course this village has agricultural or plantation land that is included in the broad category. The yields are quite abundant, farmers usually sell them to traders. Apart from harvesting, the villagers have many activities that are held or participated in by the villagers, ranging from children, adolescents, to the elderly. Many activities are carried out by village children or teenagers. The role of the village head is very important in existing activities in the village, for now the village community is carrying out village improvement activities to create a more advanced village

III. METHOD

A. *System Development Life Cycle Method*

Muslihudin and Oktafianto (2016) SDLC (System Development Life Cycle), System Development Life Cycle) is the process of creating and modifying systems as well as the models and methodologies used to develop these systems. SDLC is also a pattern taken to develop a software system, which consists of the following stages:



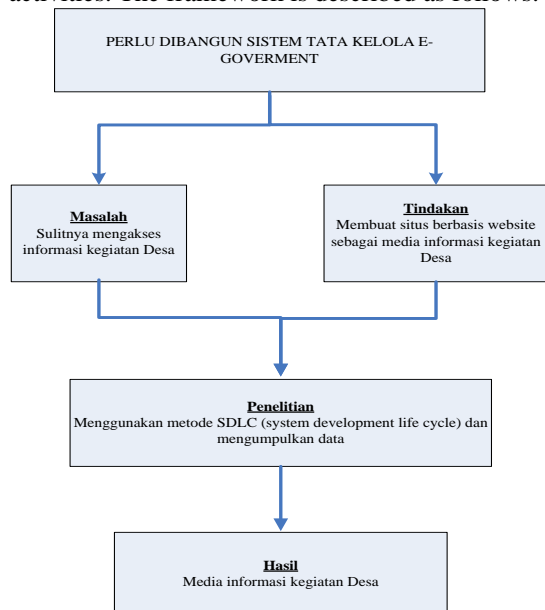
Gambar 2. sdlc (system development life cycle)

1. Planning (Planning) This stage aims to identify and prioritize what information systems will be developed, the objectives to be achieved, and the implementation period.

2. System Analysis At this stage, an analysis of the existing system is carried out with the method used, namely the interview method with related parties and observing the conditions of the village which is the scope of the research. This stage includes: determining objects, studying organization, analyzing output requirements, analyzing input requirements.
3. System design (System design) In designing this system based on the needs and problems faced by the object of research. At this stage, it includes database planning, user interface design, hardware requirements, network design, software requirements.
4. System Implementation, at this stage a system implementation is carried out based on or the application of a system that has been made in accordance with the SDLC stages, this stage is carried out in the form of implementing scripts, source code, and others and also implementing the network needed to connect the components inside. system.
5. System Operation and Maintenance, at this stage the implementation and operation of the system by the user, training on the system, how to use the system, and evaluating the running system is carried out [8]

B. Research Framework

This research was conducted because it saw the needs that exist in Dadirejo Village in empowering village activities. So it is necessary to build an E-Government application to meet the information needs of village activities and send the community to get information about village activities. The framework is described as follows:

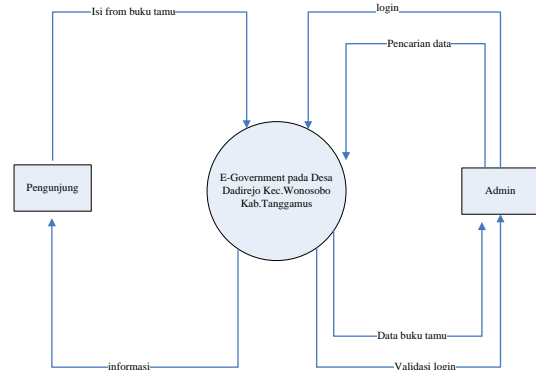


Gambar 3. Kerangka Pikir

IV. IMPLEMENTATION

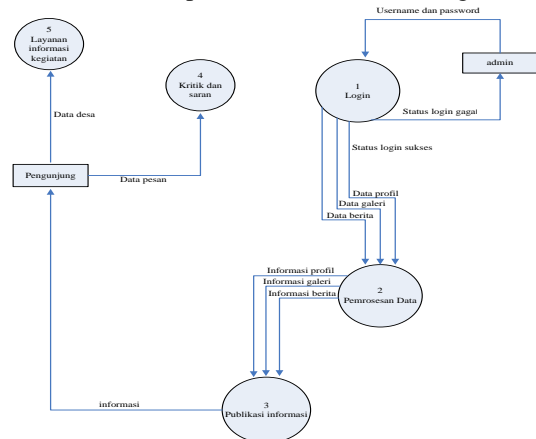
A. Context Diagram Design and DFD

Context diagram is a diagram that consists of a process and describes the scope of a system.



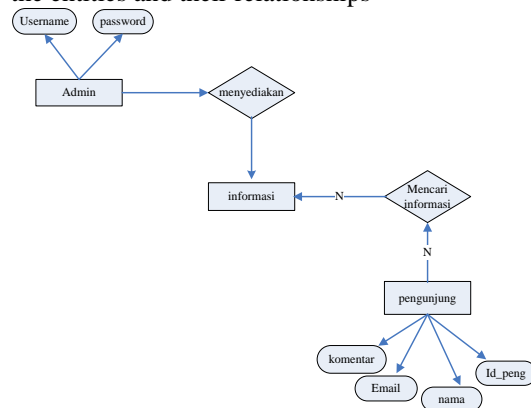
Gambar 4. Diagram Konteks

DFD (Diagram Flow Diagram) is a diagram that describes the entire process in the context diagram



Gambar 5. DFD (data flow diagram)

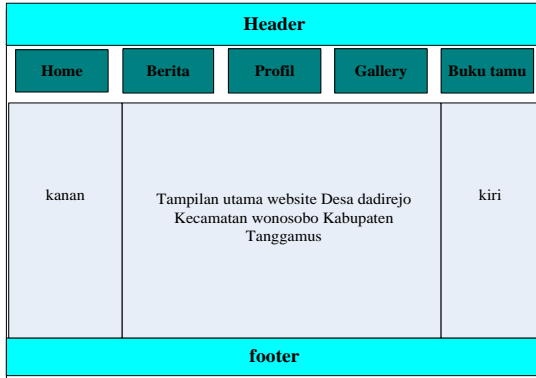
ERD (Entity Relationship Diagram) is a data presentation model used to organize the data that has been collected where in this diagram it can show the entities and their relationships



Gambar 6. ERD (entity relationship diagram)

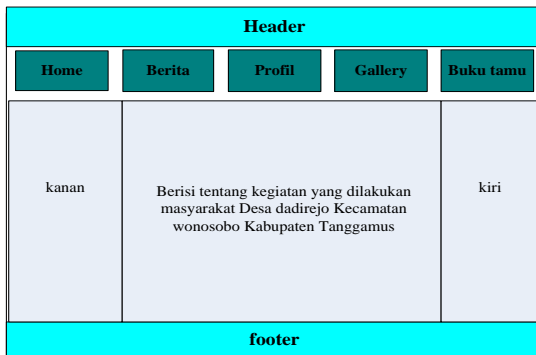
A. *Interface Design and Implementation*

The home menu page is the main page on the website and provides information that can be accessed by website visitors. The design of the home menu in E-Government in Dadirejo Village can be seen below:



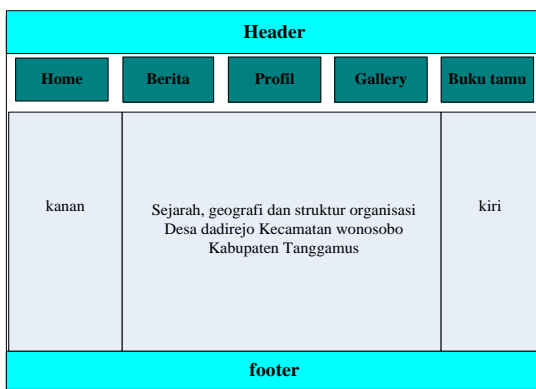
Gambar 7. implementasi menu home

The news menu page contains the latest news about the activities carried out by the people of Dadirejo Village. The design of the news menu in the E-Government in Dadirejo Village can be seen below:



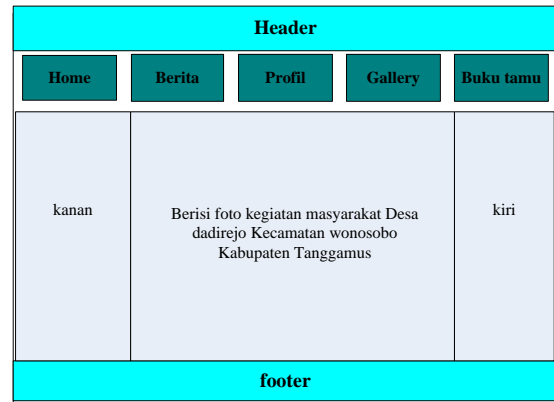
Gambar 8. implementasi menu berita

The profile page contains the history, the structure of the Village government, the geographical location of Dadirejo Village and so on. The design of the profile menu in E-Government in Dadirejo Village can be seen below:



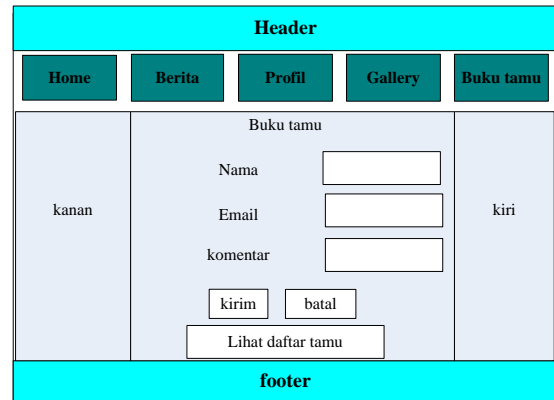
Gambar 9. implementasi menu profil

The gallery menu page contains photos of the Dadirejo Village community activities. The gallery menu design in E-Government in Dadirejo Village can be seen below:



Gambar 10. implementasi menu gallery

The guest book page contains visitor comments. The design of the guest book menu display in E-Government in Dadirejo Village can be seen below:



Gambar 11. implementasi menu buku tamu

B. *Implementation*

Login for the Village e-government website page. can be done through the home page where the administrator logs in on this page.

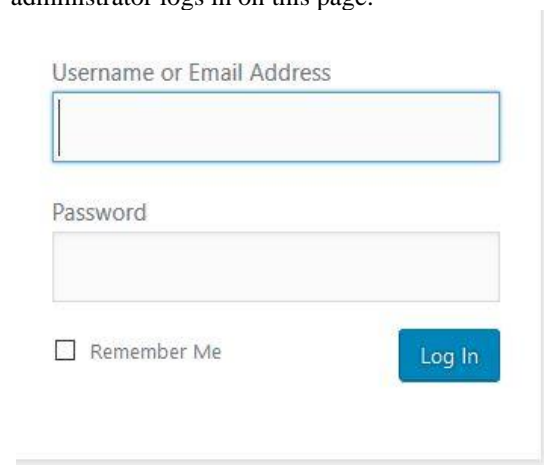


Figure 12. implementation of the login page

The main page of the website design displays information that can be accessed by people who visit the website.



Figure 13. implementation of the interface page



Figure 14. implementation of the interface page

News Page Is a display containing information on activities carried out by the people of Dadirejo Village.



Figure 15. implementation of the news page

C. Analysis of Results

From the research that has been done at the Dadirejo Village E-Government, the authors can analysis the results, as follows:

1. Data management in Dadirejo Village is still using a manual system. For this reason, it is necessary to present data and information in Dadirejo Village.
2. With the existence of E-government in Dadirejo Village, it makes it easier for the Village government to regulate or manage the organizational system in the Village.
3. E-Government in Dadirejo Village also makes Dadirejo Village more advanced in technology in the era of globalization.
4. Using a website-based information system in Dadirejo Village makes it easier for the community to get information about Dadirejo Village.

V. CONCLUSION

From the research results, website design, and implementation in e-government in Dadirejo village, it can be concluded that the existence of this web-based information system for Dadirejo village activities will make it easier for the public to get information about Dadirejo village. Provide faster, precise, and accurate information. no time limit, because it can be accessed anywhere and anytime. as well as being able to improve and provide better services for the community.

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