DEVELOPMENT OF ART PERFORMANCE TICKETS INFORMATION SYSTEM AT PUBLIC HIGH SCHOOL

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Abstract

The development of technology and increasing human needs are two things that influence each other. As one example is the need to purchase art performance ticket using the internet. At present, most printed tickets allow misuse by irresponsible parties, but it also takes longer to get tickets. Therefore a solution is needed to purchase tickets with the website. In addition to making it easy for buyers and organizers, tickets will be accepted quickly. E-Ticketing is a way to document the sales process of a business activity without having to physically issue valuable documents or paper tickets. A website-based ticket art purchase application is needed to make purchasing process easier. The making of this application uses HTML as client-side development, PHP as server-side development, and MySQL as a database. With this application it is expected to help the organizers and buyers in making it easier to get tickets. In the testing phase this application starts from creating an account to getting a ticket going well. Then from the conclusions of the application made with this application, the buyer will get the convenience of getting tickets and buying tickets for events held at school by opening the website that has been provided.

Keywords: art performance, e-ticket, website.

1.0 INTRODUCTION

The development of technology and the increasing human needs are two things that influence each other [1][2]. Increased human needs will trigger technological developments, while technological developments will also spur other needs to deal with the negative impacts of new technologies [3][4]. As one example is the need to purchase an art performance ticket using the internet.

A ticket can be defined as a small letter as a sign of paying fees and so on. At present, most of the tickets are printed making it possible to be misused by irresponsible parties. Almost all performing arts at schools sell tickets manually by coming to school or COD (Cash On Delivery) with money and need more time to get a ticket [5]. The buyer must make an agreement with the committee. Most ticket buyers want to make it easier to get a ticket.

Therefore, a solution is needed to purchase tickets with the website. In addition to making it easy for buyers and organizers, tickets can be received quickly, and buyers do not need to come to school or COD (Cash on Delivery). For this reason, protection of a ticket is necessary to avoid misuse by unauthorized parties [6].

With the advantage of purchasing tickets using the internet and minimizing the processing time of receiving tickets for buyers. The committee only entered the code number on the ticket to get into the art performance. By buying tickets for performing arts on the internet, saving paper purchases and not queuing when buyers come to the event, because it has been distinguished buyers who come to buy OTS (On The Spot), COD (Cash On Delivery) and buy through the website [5].

2.0 THEORETICAL
2.1. Ticket

A ticket is defined as a small letter (special piece of paper) as a sign of paying fees and so on. In another sense, a ticket is a voucher to show that people have paid the entrance of a theater, movie theater, amusement park, zoo, museum, concert, or other attraction, and also permission to ride public transportation.

2.2. E-Ticket

E-Ticket contains documentation about the details of the trip, or the sales process carried out. E-ticketing or electronic ticketing is a way to document the sales process of a business activity [7][8].

3.0 RESEARCH METHODOLOGY

This research used System Development Life Cycle (SDLC) as system development methodology, and the method used is waterfall. The stages of the waterfall system used in this research are as follows [9]:

1)   Software Requirement Analysis
        In this stage, the author collects data regarding research related to web-based ticket purchase applications.

2)   System and Software Design
        This stage the author designed the system design in the form of UML and also the interface design that was made to be user friendly. Then adapted to this design on the website-based ticket purchase application.

3)   Implementation and Unit Testing
        The author applying the code to the appropriate system / UML design and also the layout design that was previously created and then reapplied with the html and php programming languages. System Integration and Testing of the application are tested in detail starting from creating a flow from how to order, pay and receive original tickets.

4)   Operation and Maintenance
        The testing phase is carried out by the committee. Then an experiment is made whether there is a mismatch between the applications that have been made with the design that was made.

4.0 RESULANTS AND DISCUSSION
4.1. Analysis of Current System

The business process of current system at SMAN 14 Tangerang using Instagram, line and whatsapps as information dissemination. Instagram is used to post information relating to performing arts in the form of photographs and then lines and whatsapps are used for media chat for COD (Cash on Delivery) ticket buyers.

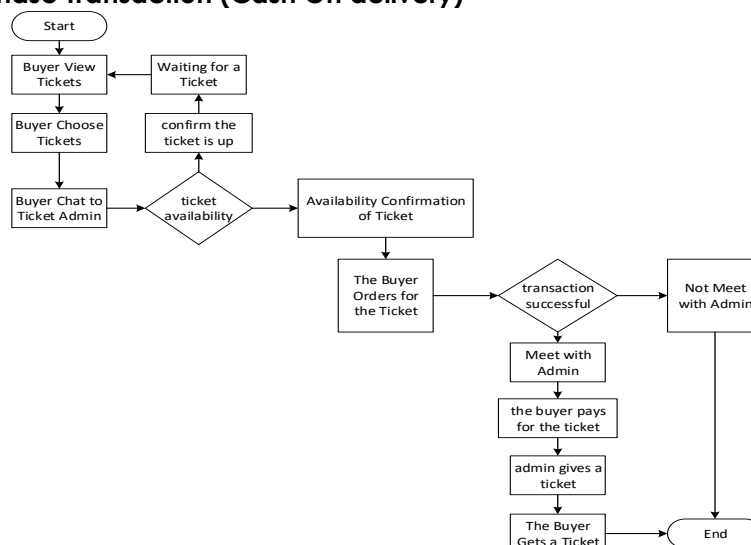### 4.1.1. Ticket Purchase Transaction (Cash On delivery)

Figure 1 Flowchart Ticket Purchase Transaction (Cash On Delivery)

1. Buyers (Cash On Delivery) choose tickets.
2. Chat ticket admin to find out the ticket stock.
3. If a ticket is available the ticket admin will confirm that the ticket is available.
4. Buyers order tickets.
5. Admin and buyer make an appointment and make a ticket payment.
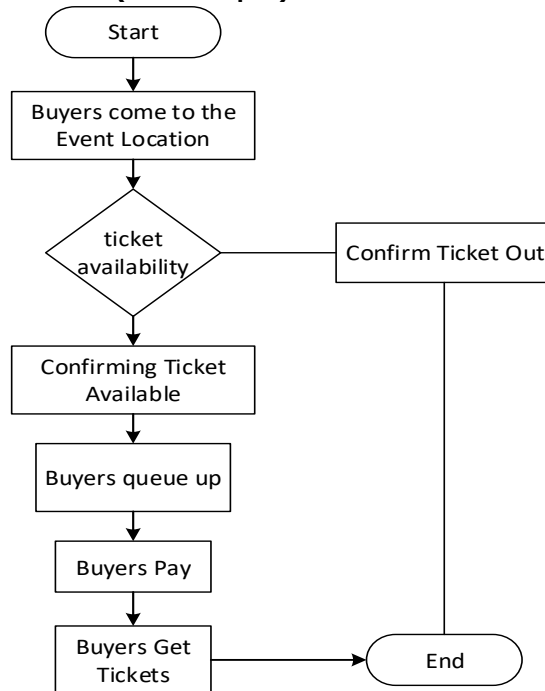
4.1.1. Ticket Purchase Transaction (On The Spot)

Figure 2 Admin Flowchart (On The Spot)

1. Buyers (On The Spot) come to the art performance.
2. Then find out which ticket stock is available or not.
3. If available, buyers make queues and payments.
4. If so, then the buyer gets a ticket.

4.2. Use Case Diagram of Proposed System
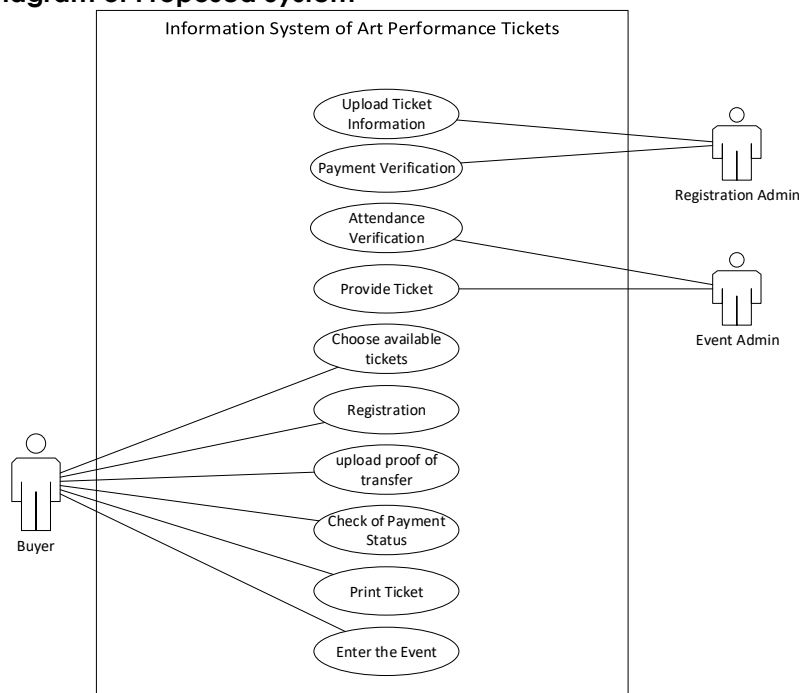
Figure 3 Use Case Diagram

There are 3 actors in the developed system, namely Registration Admin, Event Admin, and Buyer. Registration Admin has relations with use case upload ticket information, and payment verification. The Event Admin has a relationship with the Attendance Verification use case, and provide tickets. And the buyer has a relationship with the use case, select available tickets, registration, upload proof of transfer, check of payment status, print tickets, enter the event.

4.3. Activity Diagram of Proposed System

Activity diagram illustrates the workflow or activity of a website-based ticket purchase process.
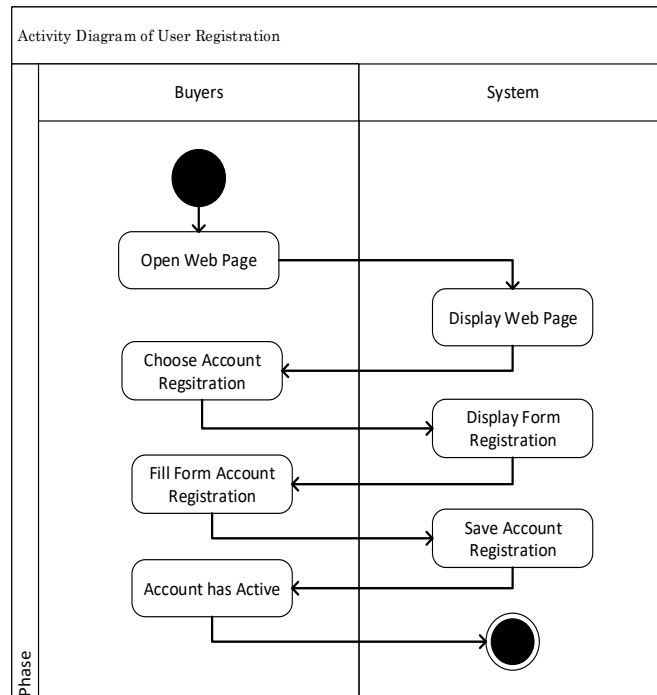
Figure 4 Activity Diagram of User Registration

1.   Buyers open web pages.
2.   Then register and fill in the data in the register form.
3.   Data that has been filled by the buyer is stored in the database.
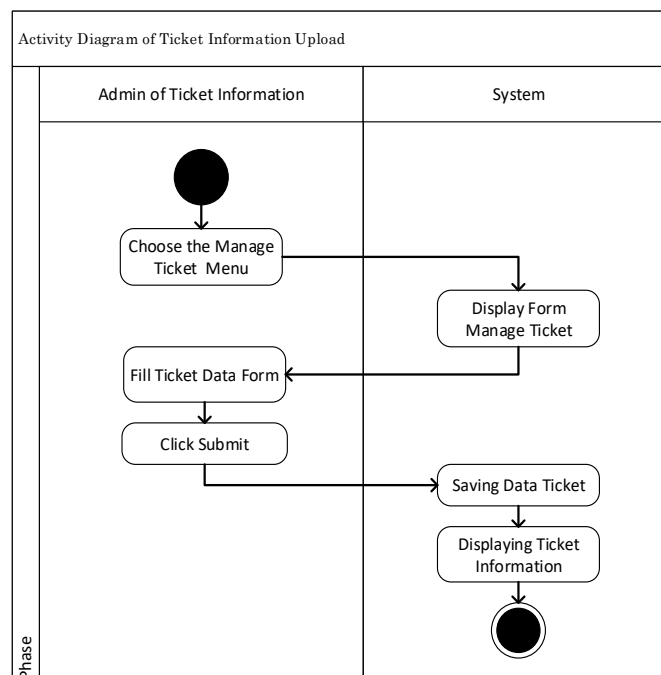

Figure 5 Activity Diagram of Ticket Information Upload

1. Admin goes to the admin page.
2. Admin select the manage ticket menu to fill in ticket data.
3. If the admin has submitted it will display ticket information on the user's main menu page.

Activity Diagram of Choose Available Tickets

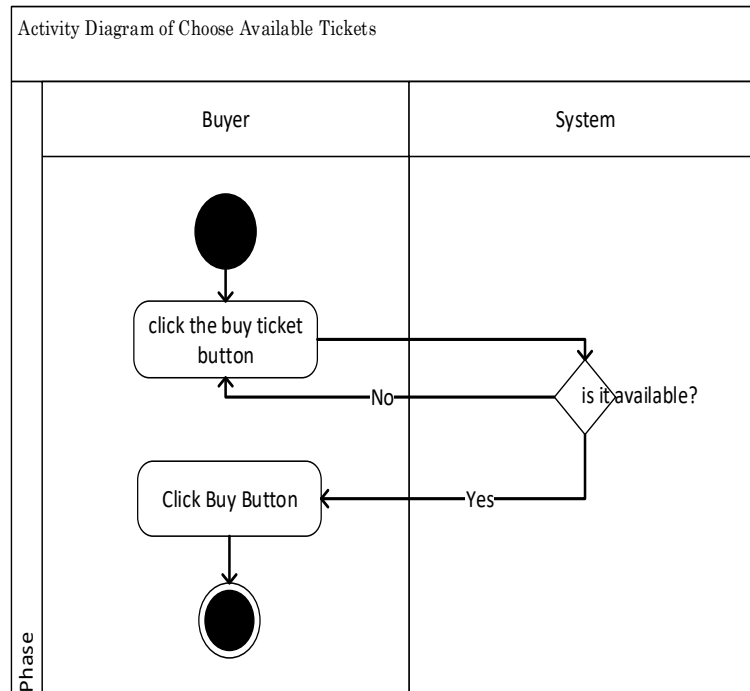| Buyer	System

Figure 6 Activity Diagram of Choose Available Tickets

1. The buyer chooses the buy ticket button.
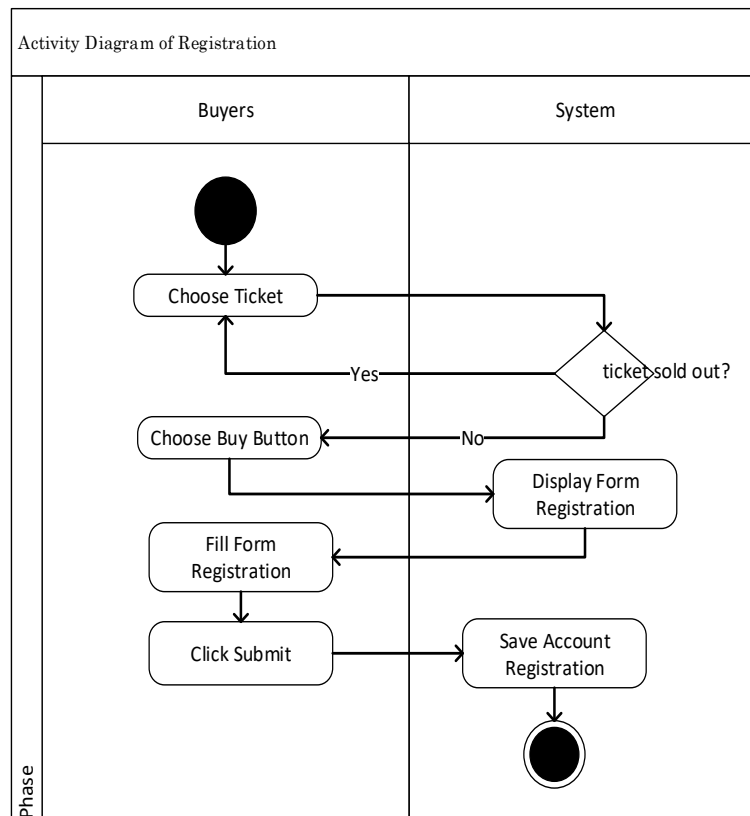2. If a ticket is available, the buyer clicks the buy button.

Activity Diagram of Registration

Buyers	System

Figure 7 Activity Diagram of Registration

1. The buyer chooses a ticket and checks the ticket stock.
2. The system displays the registration form and then fills in the data to be stored in the database.
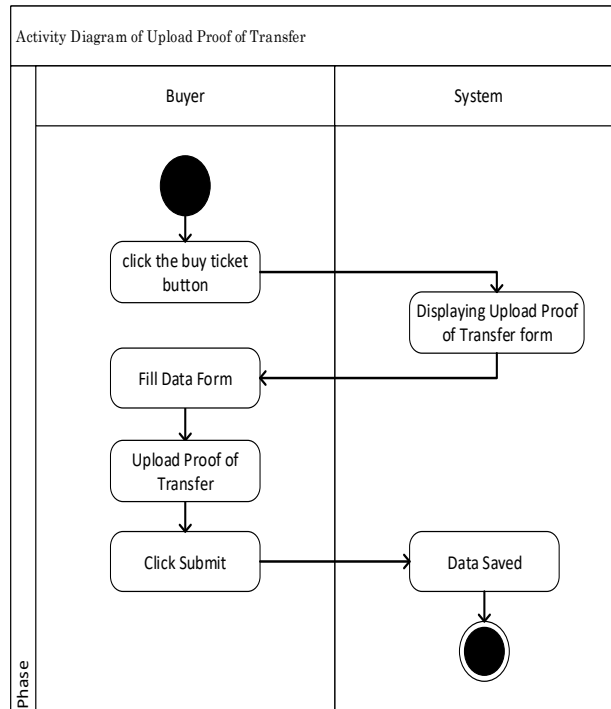

Figure 8 Activity Diagram of Upload Proof of Transfer

1. The buyer select the transfer receipt upload menu.
2. The buyer fills in the data then the transfer receipt is uploaded.
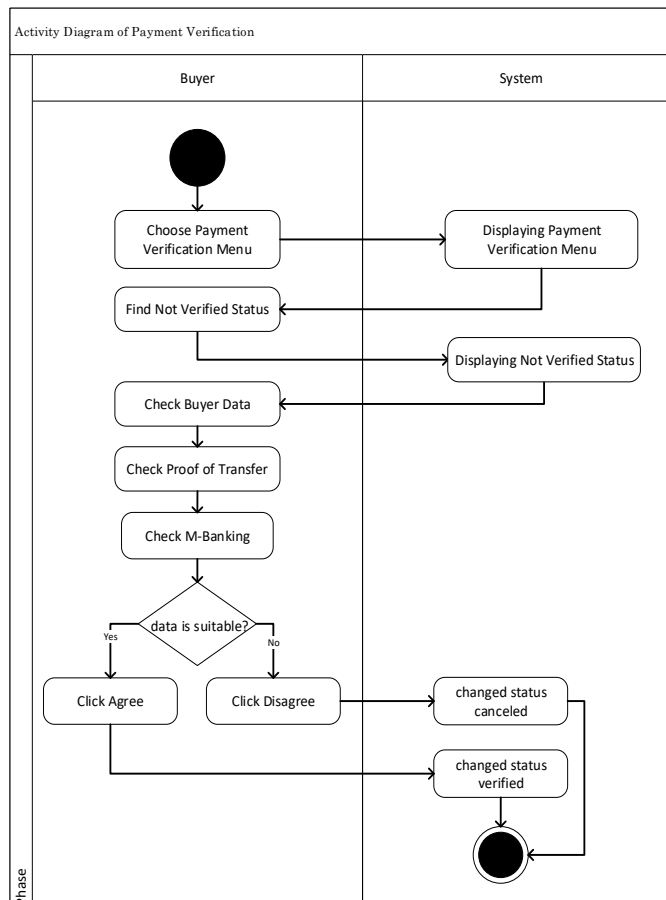

Figure 9 Activity Diagram of Payment Verification

1. Admin select the payment verification menu.
2. Admin looking for data that has not been verified.
3. If there is data that has not been verified, the admin checks the evidence of the transfer.
4. If it is fulfilled, the admin will update the status.
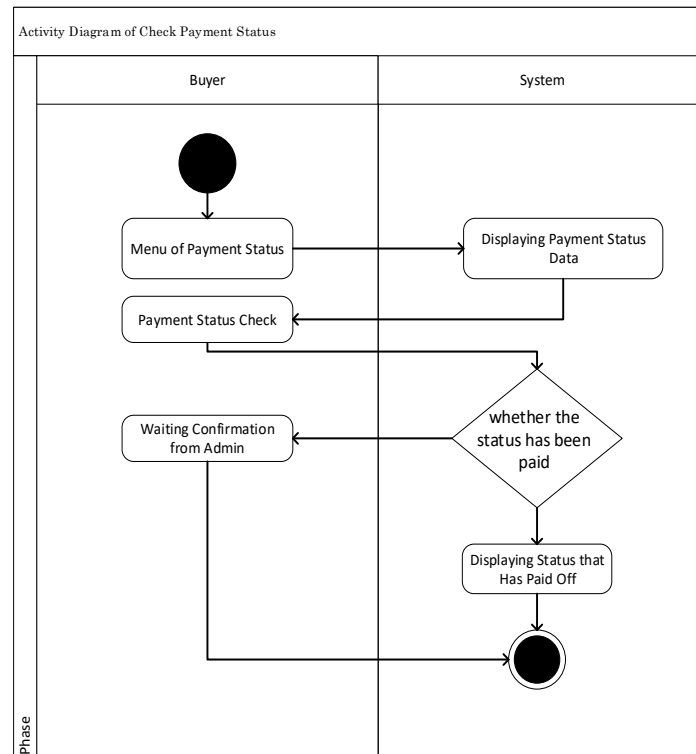5. Then the status changes to verified.

Figure 10 Activity Diagram of Check Payment Status

1. The buyer select the payment status menu.
2. The system will display a status data table.
3. If the status is paid off then the system will print a ticket, if not then wait for confirmation from the admin.
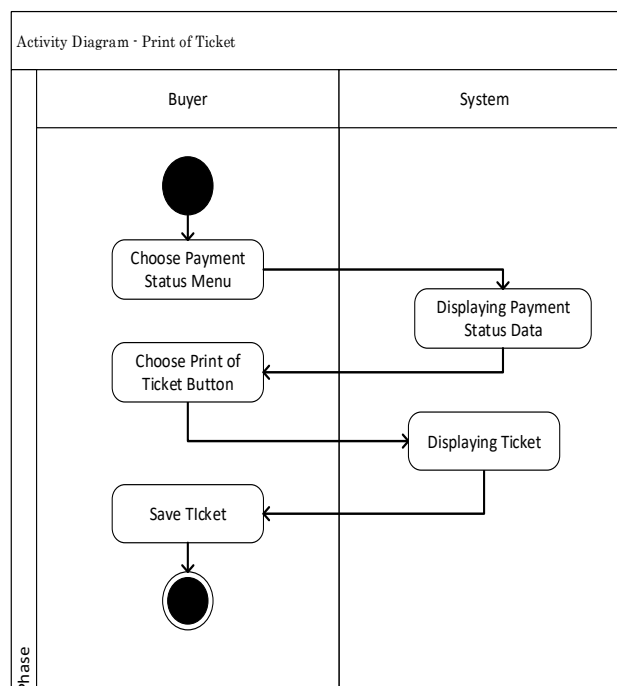

Figure 11 Activity Diagram of Print Ticket

1. The buyer chooses the payment status menu.
2. If the status has been paid, click the print button, the system will display the ticket.
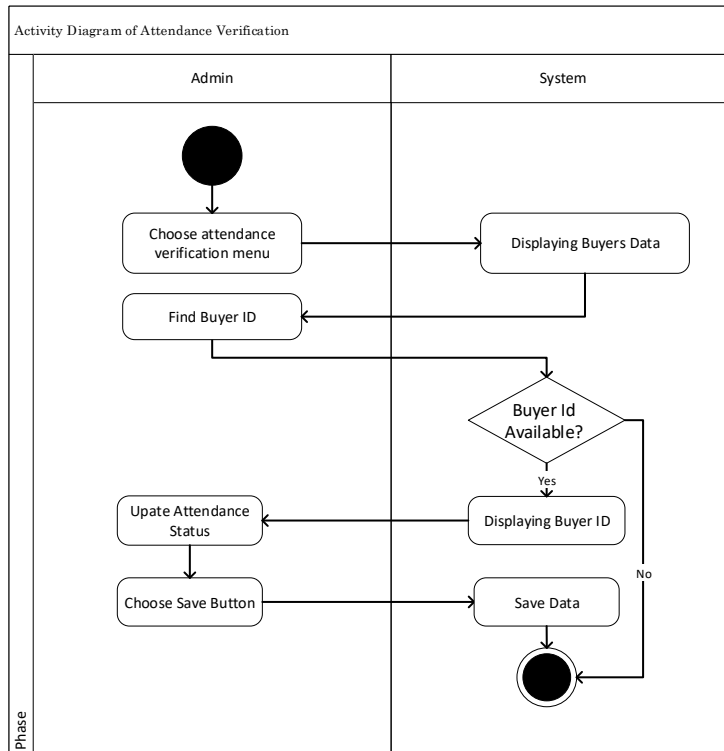

Figure 12 Activity Diagram of Attendance Verification

1. The event admin selects the attendance verification menu.
2. Then the buyer data will appear.
3. Admin looks for the buyer's ID, if the data sought is found, the system displays the buyer's ID.
4. Admin updates the status to be present.

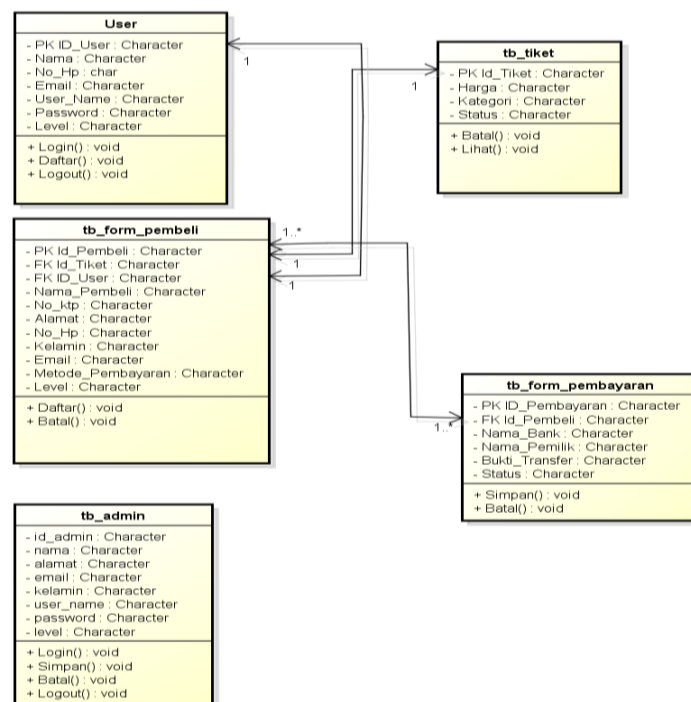## 4.4. Class Diagram of Proposed System

Figure 13 Class Diagram

4.2. User Interface

Interface design is a very important part of an application. The interface is a link for users to be able to communicate with the application. The design of the interface display is needed to facilitate the process of implementing the application. Following are user interface designs for Art Performance Tickets Information System at Public High School Information System.

Figure 14 Page of Purchase Ticket

Page of Purchase Ticket display the information of ticket availability at the event. The Page of Purche Ticket displays the Ticket ID, price, category and ticket status. When the ticket status is Available then the ticket will appears on the Page of Purchase Ticket. If the Sold Out ticket status then the ticket does not appear because the availability of tickets runs out.
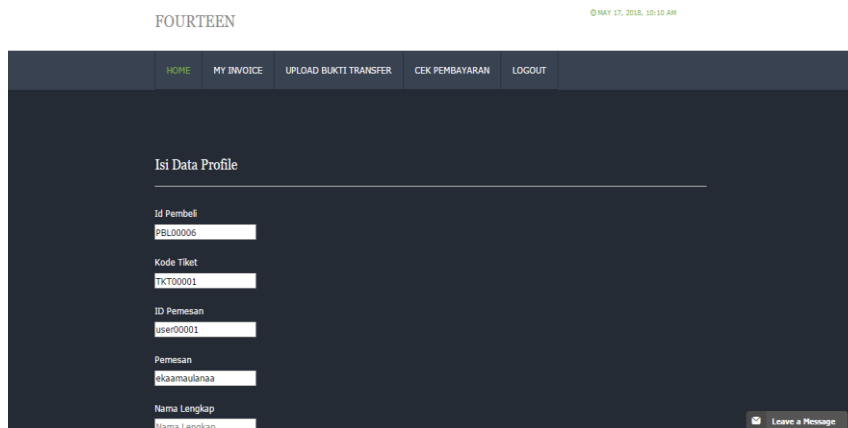

Figure 15 Page of Biodata Form

The page of Biodata Form is a form to fill the data of buyers. On the page of biodata form, the buyer asked to fill any data, at this stage the buyer gets the buyer's ID, ticket code, customer id and the order automatically.
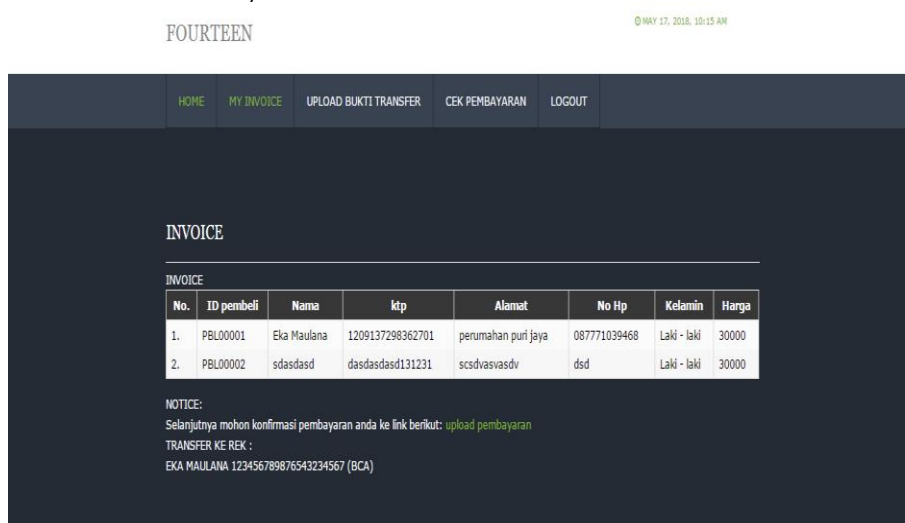

Figure 16 Page of Invoice

The Page of Invoice displaying the data that can be seen by the buyer after filling the biodata form. On the invoice page, buyers can find out the data that has been filled on the biodata form page. There is also a payment upload link and the destination account number.

Figure 17 Page of Payment Form

Page of Payment Form is a display to make payments after getting an invoice. There are several codes that appear on the page of payment form, such as payment ID, then the buyer will asked to enter the buyer's ID, bank name, owner's name and proof of transfer.
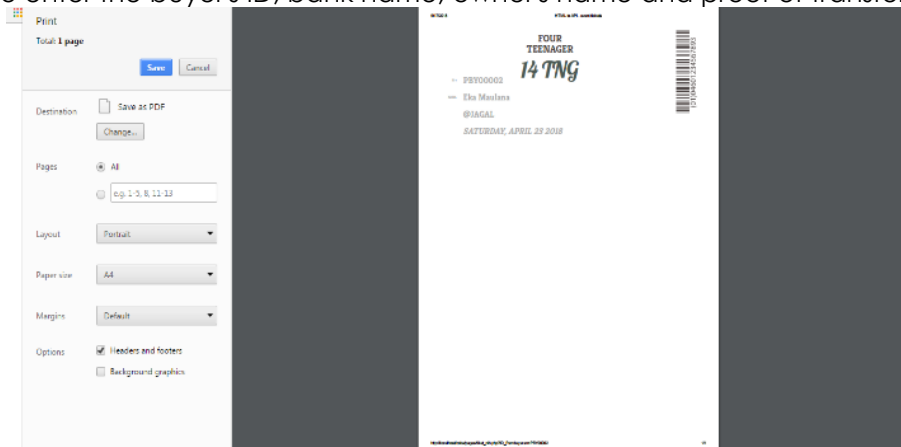

Figure 18 Ticket Display

The page of Ticket Display is an e-ticket display. On the page of ticket display, there is the name of event, ticket code, buyer name, address and also the date of the event.

5.0 CONCLUSION

Development of the Art Performance Tickets Information System Development can facilitate the organizing committee in managing tickets for performing arts held at school using the website that has been provided, making it easier for buyers to get e-tickets, parse the density at the time of ticket exchange. and can overcome the ticket forgery by irresponsible parties to enrich themselves.

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