SISTEM PENJEMPUTAN SISWA TAMAN KANAK KANAK MENGGUNAKAN QUICK RESPONSE CODE BERBASIS WEB

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ABSTRACT

Child abduction by pretending to be relatives or family has increased, especially in school settings where the identity of the pick-up person is not strictly confirmed. Therefore, this study aims to establish a supervision system for early childhood pick-ups, especially at Garden School Kindergarten, which has not reached an optimal level. This condition puts early childhood children in a higher security risk against potential criminal acts. The research aims to design and implement a pick-up system for kindergarten students using a web-based Quick Response (QR) code at Garden School Kindergarten by applying the Extreme Programming Method. Extreme Programming method is a software engineering process that tends to use an object-oriented approach. Researchers successfully created a kindergarten pick-up application using a web-based QR code. The success of this research identifies that the QR code-based kindergarten student pick-up system can be an innovative and effective solution to improve the safety and efficiency of the child pick-up process at kindergarten.

Keywords*: TK, QR Code,Extreme Programming.*