INTISARI

Gadget android sudah tidak asing lagi kehadiranya di masyarakat mulai dari kalangan muda bahkan sampai kalangan tua. Pemanfaatan teknologi kerap belum maksimal di pedesaan. Selama ini sistem di desa yang digunakan masih manual seperti pencatatan data dimana merupakan tanggung jawab pemerintah/kota yang pelaksanaanya diawali dari kelurahan selaku ujung tombak pendaftaran penduduk. Dalam pengajuan surat permohonan masyarakat mengalami beberapa kesulitan di antaranya proses lama, proses kurang efisien, alur yang kurang dimengerti dan terkadang tidak bisa mengurusnya secara langsung. Aplikasi pelayanan E-Desa berbasis android merupakan inovasi untuk memudahkan masyarakat dalam pelayanan pengajuan surat permohonan terhadap pemerintah desa sekaligus optimalisasi teknologi di bidang teknologi yang mana masyarakat bisa mengajukan permohonan dimanapun dan kapanpun. Metode yang digunakan dalam penelitian ini adalam waterfall adapun hasil dari penelitian ini adalah aplikasi dapat dibuat sesuai dengan metode pengembangan system dan telah diujikan menggunakan user acceptance test dan blackbox yang mendapat hasil 79.75% sehingga dapat di terima dan mudah dalam fungsionalitasnya.

Kata kunci: Aplikasi, *Android*, *Flutter*, Pelayanan Desa

ABSTRACT

Android gadgets are familiar in the community ranging from young people to even the elderly. Utilization of technology is often not maximized in rural areas. So far the system in the village used is still manual, such as recording data which is the responsibility of the government / city whose implementation starts from the village as the spearhead of population registration. In submitting an application letter, the community experienced several difficulties including a long process, an inefficient process, a plot that was poorly understood and sometimes could not be dealt with directly. The Android-based E-Village service application is an innovation to facilitate the community in the application for submitting an application letter to the village government as well as the optimization of technology in the field of technology where the public can submit applications wherever and whenever. The method used in this research is the waterfall while the results of this study are the application can be made in accordance with the method of system development and has been tested using a user acceptance test and a blackbox that gets 79.75% results so that it can be accepted and easy in functionality.

Keywords: Application, Android, Flutter, Village Services