

ABSTRACT

E-MARKETPLACE DESIGN FOR SIGNUS.ID

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Bandar Lampung is one of the cities in Indonesia as well as the capital and biggest city in Lampung Province. Signus.id is a shop in Bandar Lampung that sells souvenirs manually. The marketing activity has to be done manually with the banner so many consumers do not yet know the product information available because the banner only serves shop name and location. The research method used extreme programming and was implemented using PHP and MySQL. The system was tested using a black box. The research result was an e-marketplace design for signus.id which can enlarge the market reach.

Keywords: E-Marketplace, souvenirs, PHP, Extreme Programming, Black Box.