

Abstract

The Student Activity Unit (UKM) is a place where students with similar interests, hobbies, activities and creativity come together. The purpose of establishing this Student Activity Unit is to facilitate students in self-development. Multimedia is one of the information technology products currently available. The advantage of multimedia is that it attracts the imagination and attracts interest, because it is a combination of images, sound and movement. The development of promotional and information technology, especially multimedia technology, can also be used in the field of marketing, namely to promote or advertise a Student Activity Unit to new students at the Darmajaya Institute of Informatics and Business. Participating in a Student Activity Unit (UKM) provides certain benefits for students, especially in terms of developing abilities and skills that are not obtained in the classroom learning process. Providing this information can be done through multimedia applications. The software development method used in this system is the Prototype method. Where the Prototype stage consists of communication, planning, representation, construction accompanied by software testing using the BlackBox testing technique. Also called behavioral testing, this testing focuses on the functional requirements of the software.

Keywords : The Student Activity Unit (UKM), Multimedia, Prototype, BlackBox Testing

