

**SISTEM INFORMASI WISATA PANTAI PROVINSI LAMPUNG BERBASIS
WEB DENGAN METODE SCRUM**

By

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ABSTRACT

Lampung Province possesses significant coastal tourism potential; however, it lacks an integrated information system that facilitates tourist access to essential data such as location, available facilities, costs, and accessibility. This study aims to design and develop a Web-Based Coastal Tourism Information System to provide accurate and structured information for users.

The system development follows the Scrum methodology, allowing for iterative progress through team collaboration and user feedback. Scrum phases such as sprint planning, daily scrum, sprint review, and sprint retrospective were applied in the design of core features, including beach listings by region, detailed destination information, online ticket booking, visitor reviews, and tourism management statistics.

The system was modeled using the Unified Modeling Language (UML) to illustrate workflows and system architecture. The final result is an informative and interactive website that not only assists tourists in planning their trips but also supports tourism managers in monitoring and improving service quality. This system is expected to contribute to the development of tourism and the local economy in Lampung Province.

Keywords : Information System, Lampung Coastal Tourism, Web, Scrum, Tourism, Online Ticketing