

# **RANCANG BANGUN PROTOTYPE APLIKASI COUNSELROOM LAYANAN KONSELING ONLINE YANG EDUKATIF BAGI PARA KORBAN *BULLYING***

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## **ABSTRAK**

Indonesia adalah salah satu negara yang mengalami angka kejadian *bullying* cukup tinggi. Disamping itu peristiwa *cyberbullying* juga kini semakin marak terjadi. Dalam penelitian ini kami mempunyai inisiatif untuk membuat rancang bangun prototype aplikasi COUNSELROOM layanan konseling online yang edukatif bagi para korban *bullying*. Tujuan dari penelitian ini adalah untuk mengetahui cara pembuatan rancang bangun prototype aplikasi COUNSELROOM serta untuk mengetahui efektivitas aplikasi COUNSELROOM bagi para korban *bullying*. Rancang bangun prototype aplikasi COUNSELROOM menggunakan metode pengembangan sistem waterfall yang dimulai dari tahapan analisis, desain, kode, test, dan pemeliharaan. Analisis kebutuhan dari aplikasi COUNSELROOM meliputi aspek fungsional dan non-fungsional. Pengumpulan data korban *bullying* menggunakan metode kuisisioner yang disebarakan kepada tiap-tiap responden. Perancangan prototype aplikasi menggunakan metode UML (*Unified Modeling Language*) yang meliputi: use case diagram, activity diagram, dan application mockup design. Dan proses pembuatan prototype aplikasi COUNSELROOM menggunakan Kodular Creator. Pengujian aplikasi dilakukan dengan menggunakan metode kuisisioner dengan jenis kuisisioner skala likert untuk mengetahui efektifitas, fungsionalitas, dan estetika dari aplikasi COUNSELROOM. Hasil survei tentang analisis korban *bullying* diperoleh responden sebanyak 56 dengan 57,1% responden terindikasi tertimpa perilaku *bullying*. Sedangkan hasil survei pengujian aplikasi kepada pengguna diperoleh responden sebanyak 40 dan didapatkan presentase dari setiap indikator. Nilai presentase indikator efektifitas aplikasi adalah sebesar 81,42% menunjukkan kriteria sangat baik, fungsionalitas aplikasi sebesar 78,1% menunjukkan kriteria baik, dan estetika aplikasi sebesar 76,33% menunjukkan kriteria baik. Hasil tersebut menunjukkan bahwa prototype aplikasi COUNSELROOM mendapatkan respon yang cukup baik dari calon pengguna untuk dapat dikembangkan secara lebih lanjut.

***Kata Kunci: aplikasi android, bullying, Counselroom, prototype***

# DESIGN OF COUNSELROOM APPLICATION PROTOTYPE EDUCATIVE ONLINE COUNSELING SERVICES FOR *BULLYING* VICTIMS

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## ABSTRACT

Indonesia is one country that experiences a high incidence of bullying. Besides that, cyberbullying is also happening. In this research, we have the initiative to make a prototype design of the COUNSELROOM application, an educational online counseling service for victims of bullying. The purpose of this study was to determine how to make a prototype design for the COUNSELROOM application and to determine the effectiveness of the COUNSELROOM application for victims of bullying. The design of the COUNSELROOM application prototype uses the waterfall system development method starting from the analysis, design, code, test, and maintenance stages. The needs analysis of the COUNSELROOM application includes functional and non-functional aspects. *Bullying* victims data collection uses a questionnaire method that is distributed to each respondent. The design of the application prototype uses the UML (Unified Modeling Language) method which includes: use case diagrams, activity diagrams, and application mockup designs. And the process of making a COUNSELROOM application prototype using Kodular Creator. Application testing is done using a questionnaire method with a Likert scale questionnaire to determine the effectiveness, functionality, and aesthetics of the COUNSELROOM application. The results of the survey on the analysis of *bullying* victims were obtained by 56 respondents with 57.1% of respondents indicated that they had *bullying*. Meanwhile, the results of the application testing survey to users were obtained by 40 respondents and obtained a percentage of each indicator. The percentage value of the application effectiveness indicator is 81.42% indicating very good criteria, 78.1% application functionality indicates good criteria, and application aesthetics of 76.33% indicates good criteria. These results indicate that the COUNSELROOM application prototype received a good enough response to be developed further.

***Keywords: android application, bullying, Counselroom, prototype***