Development of a Website-Based Tuition Payment Information System at Boedi Oetomo High School, Pontianak

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Abstract. This study aims to design, create, produce products and determine the feasibility of a website-based tuition payment information system. This study uses the Research and Development (R&D) method through the stages of analysis, design, development, implementation, and evaluation. Before being implemented to users, the system was first validated by media experts and practitioner experts. The subjects of this study were students of grades X and XI of SMA Boedi Oetomo Pontianak, totaling 22 students. Data collection techniques used direct communication techniques, indirect communication, documentation techniques with unstructured interview data collection tools, questionnaires and documentation. The data analysis technique used was quantitative descriptive statistical analysis techniques. The results of product validation by 2 media expert validators were 92% with the criteria of "Very Feasible", and practitioner experts were 99% with the criteria of "Very Feasible", and the results of implementation to students had an average percentage of 85% with the category of "Very Good" criteria so that it can be concluded that the development of a website-based tuition payment information system at SMA Boedi Oetomo is feasible to be used as an information system.
Keywords: Information system, Tuition payment, Website.

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1. Introduction

The public's need for information technology is growing, so there is a need for fast, accurate, and precise information media to meet that demand for information. The development of information technology in the past five years has driven digital transformation in various fields, including educational administration. Schools are required to manage administrative services quickly, accurately, and transparently thru the use of web-based information systems. Website-based systems are considered effective because they can be accessed anytime and anywhere by the school, students, and parents (Yahfizham, Saputri, & Hsb, 2023). Computer-based information management can enhance work effectiveness and time efficiency. Currently, many companies and government agencies are using technology in their operations, and all data management is conducted in a computerized manner.

A computer itself is an electronic device that can receive data input, process data, and provide output in the form of information, whether in text, image, sound, or video. A computer is certainly inseparable from a system in its operation. Another study at SMP Islam Terpadu in Bandung shows that the implementation of a web-based tuition payment system can increase the speed of administrative services and facilitate the delivery of payment information to parents (Pratama & Nugraha, 2022). The development of a multi-user tuition payment website also enhances data security because access for treasurers, admins, principals, and parents can be restricted according to their respective access rights (Nugroho & Maulana, 2023).

A system is a network of procedures created according to an integrated pattern to carry out core activities as needed; all systems have input, process, output, and feedback. According to Nugroho, A.S. in the book "Analysis and Design of Information Systems" (2017:37), he states, "A system is a collection of interacting elements to achieve a specific goal." Therefore, it can be said that a system has interconnected elements so that it can function properly. Information systems are a unity of many interconnected elements that collect (input), manipulate (process), store, and distribute (output) data or information and cause reactions to achieve a goal, thereby enhancing human resources (HR). An information system is a combination of people, software, hardware, databases, and work procedures that are integrated to produce the information needed by the organization. In the world of education, information systems function to support the effective management of academic and administrative data (Rosalina, Kusumadiarti, & Suhaeri, 2025).

In an effort to improve the quality of Human Resources (HR), schools as educational organizations also have human resources that handle administrative tasks. For the smooth operation of school administration, particularly the SPP (Sumbangan Penyelenggaraan Pendidikan) payment system, which requires speed and accuracy so that services to the community, especially parents and students themselves, can be provided professionally. One of the school administration activities that requires good management is the payment of Sumbangan Pembinaan Pendidikan (SPP).

SPP payments are a routine obligation for students as a form of contribution to the school's operational financing. Good management of payments is very important because it is related to the continuity of educational services. The digital system can accelerate transactions and minimize payment recording errors (Ramdhani et al., 2024). Research at SMK Muhammadiyah Surakarta states that web-based SPP payment digitization can reduce the level of transaction recording errors because all data is automatically stored in a centralized database (Sari & Wibowo, 2021). Research at SMK Fania Salsabila in Jambi City shows that the manual payment system causes the payment process to be less efficient because parents must come directly to the school, while report creation is still done thru bookkeeping, which takes a long time (Yudha et al., 2023). A similar issue was also found at SDIP Roudhotun Nur, where the management of tuition fee administration requires a website-based system so that payment data can be managed more neatly, quickly, and easily accessible to the relevant parties (Dahlia, Shabrina, & Heriyanto, 2023). Additionally, the current development of school needs goes beyond just recording payments; it also requires analytical features, monitoring of arrears, transaction history, and automated reports to support school management decision-making.

The web-based tuition payment system with integrated analytical features has proven to help improve the quality of school administrative services (Rifai et al., 2025). A website is an internet-based digital medium that can be used to convey information and manage transactions online. A website-based system provides easy access to payment information for treasurers, students, and parents in real-time (Yahfizham et al., 2023). In the tuition payment system, the database is used to store student data, classes, bills, payment transactions, and school financial reports (Dahlia et al., 2023). System development is the process of designing a new system or refining an old system to meet user needs. Methods such as Waterfall, Prototype, or Agile can be used in developing web-based payment systems according to the needs of the school (Rifai et al., 2025). The implementation of a web-based payment system has proven to increase administrative work efficiency, accelerate data retrieval, and facilitate the creation of monthly and annual payment reports (Yudha et al., 2023).

At a public high school in Semarang, the use of a website-based online payment system helps the treasurer generate monthly financial reports quickly and accurately (Kurniawan, Setiawan, & Lestari, 2022). Additionally, the website-based payment system integrated with WhatsApp notifications has

proven to enhance student payment discipline as parents receive direct reminders of the bills (Putri & Hidayat, 2024). Another study shows that the implementation of a web-based tuition fee arrears monitoring dashboard facilitates the school's evaluation of payments for each class and each period (Fauzi, Rahman, & Ilham, 2025). The web-based school information system is capable of providing online information services, making data access easier for school users anytime and anywhere (Feladi & Marlianto, 2023). The website-based system developed using the prototyping method can adjust to user needs thru repeated evaluation processes until the system is ready for use (Feladi & Marlianto, 2024).

SMA Boedi Oetomo Pontianak, founded in 1989 under a foundation, manages its finances through the Chairman, Principal, and Treasurer. Students must pay monthly tuition fees (SPP), which are the main source of operational funding to support teaching and learning. Financing is crucial for achieving educational goals, but many schools still rely on manual payment records, leading to risks such as input errors, lost archives, delayed reports, and difficulties in tracking arrears (Ramdhani et al., 2024). Therefore, proper administration of tuition payments is essential, especially in private schools, to ensure smooth educational activities.

Based on the preliminary observations conducted by the researcher, it is known that the payment process for the Education Development Contribution (SPP) at SMA Boedi Oetomo Pontianak is carried out with two procedures, namely bookkeeping and Microsoft Excel. The bookkeeping requires a ledger for the treasurer to record the reports of students who have paid the Education Development Contribution (SPP), while Microsoft Excel is used to re-enter/summarize the data from the bookkeeping, which is then printed if the principal requires a report on student SPP payments. Students are then given a payment receipt card for the Education Development Contribution (SPP). With this still manual SPP payment system, the school treasurer finds it difficult because they have to record student data one by one and re-summarize the bookkeeping to create reports.

In facilitating the work of the treasurer at SMA Boedi Oetomo Pontianak, the researcher offers a website product in the form of an information system for the payment of Education Development Contributions (SPP). A website is a collection of pages containing digital data, such as text, images, sound, video, or a combination of all these, which can be accessed by anyone via the internet. Based on this opinion, it can be concluded that a website is data or information that can be viewed by anyone thru the internet network. A website is also a platform with various advantages because it can be used on different devices, is easy, and more practical to use. The advantage of this web-based tuition payment system is that it provides convenience to the school treasurer in inputting tuition payment transactions, student data, class data, batch data, and student tuition payment data. This web-based tuition payment system is computerized, making it easier for the school treasurer to report to superiors or the principal. This is because the school principal also has access as a user of the web-based SPP payment information system.

Thus, the report on student tuition fee payments managed by the treasurer can be viewed directly by the principal. Thus, the system created can save paper usage, as the treasurer does not need to print reports for the principal during the reporting process. The researcher developed this tuition payment information system because they saw that the challenges faced by SMA Boedi Oetomo Pontianak required attention and handling in processing tuition payment data, so that all information or reporting to the principal and students could be carried out effectively. From here, the researchers came up with the idea to develop a web-based information system that is expected to improve the management of tuition fee payment data. The researcher hopes that this development research can assist school activities, especially in the treasury department, in tracking tuition fee payments so that they can be presented in the form of reports, allowing both the principal and students to be well-

served. Therefore, a computerized program has been implemented to provide information to the relevant parties quickly, accurately, and precisely.

2. Method

In this research, the researcher uses the Research and Development (R&D) method. Research and Development (R&D) is a research approach to produce a new product or improve an existing product. The products produced can be in the form of software or hardware. This method was chosen because the research conducted aims to develop a web-based tuition payment information system, which is a software product.

The research design used in the website-based development employs the ADDIE development model. ADDIE, which stands for analysis, design, development, implementation, and evaluation. In this research, the analysis stage was conducted thru interviews with the school treasurer at SMA Boedi Oetomo Pontianak, following the principal's instructions. The purpose of this interview is to analyze the product needs. At this stage, the researcher designs the web-based tuition fee payment application system, starting with UML (use case, use case scenario, activity diagram), ERD for the database tables, and flowchart. The design of the application interface is used to understand the various parts of the system flow that has been created. The development stage involves the creation and testing of the product, aimed at reviewing whether the product functions properly, which includes two phases: the creation phase and the product testing phase. At this stage, the developed system design is implemented in a real situation, namely in schools, where the school treasurer acts as the admin using this tuition payment application when students make tuition payment transactions and print reports as transaction evidence. The principal can only access the report menu to check the report on student tuition payment data. The final stage is evaluation. The evaluation stage is to evaluate and assess each step taken to achieve a product that meets the specified specifications. The goal is to measure the quality of the developed product. In this case, the researcher summarizes the shortcomings that need to be addressed in order to produce a product that is suitable and feasible for use by the school treasurer.

The subjects in this development are system experts, namely two lecturers and one teacher from SMA Boedi Oetomo as a practical expert to assess the feasibility of the developed product, so that when implemented, it can function according to the school's needs. The research subjects are individuals who are the main focus of the study. The subjects in this study are testing the product on students, targeting 2 classes, namely class X and class XI of SMA Boedi Oetomo, which consist of 22 students. The purpose of this stage is to measure the feasibility of the web-based tuition fee payment information system. This research was conducted at SMA Boedi Oetomo Pontianak, located on PARIT H. HUSIN II Bangka Belitung Street, Southeast Pontianak District, Pontianak City. The data collection techniques used are direct communication techniques with interview guidelines, indirect communication techniques with questionnaires, and documentation study techniques using documentation collection tools such as activity documents, activity photos, and videos, which will be used as supporting instruments in the data utilization for this research.

3. Results and Discussion

a. Analysis
   From the interview, it was concluded that a web-based tuition payment information system with a school treasurer was developed, which is a system designed to facilitate the treasurer in managing tuition payments. This system includes several menus, such as the home menu displaying initial information (payment data, class data, and student data), the master data menu for data management, the tuition payment menu for entering tuition transaction data and creating student receipts, the payment data menu for displaying student payment data, and the report menu

for generating reports for the principal. The developed product has three access levels (treasurer, principal, and student). The treasurer has full access rights to the system, while the principal can access the home and report menus, and students can access the home menu, payment receipt report, and payment history.

b. Design

Use Case Diagram

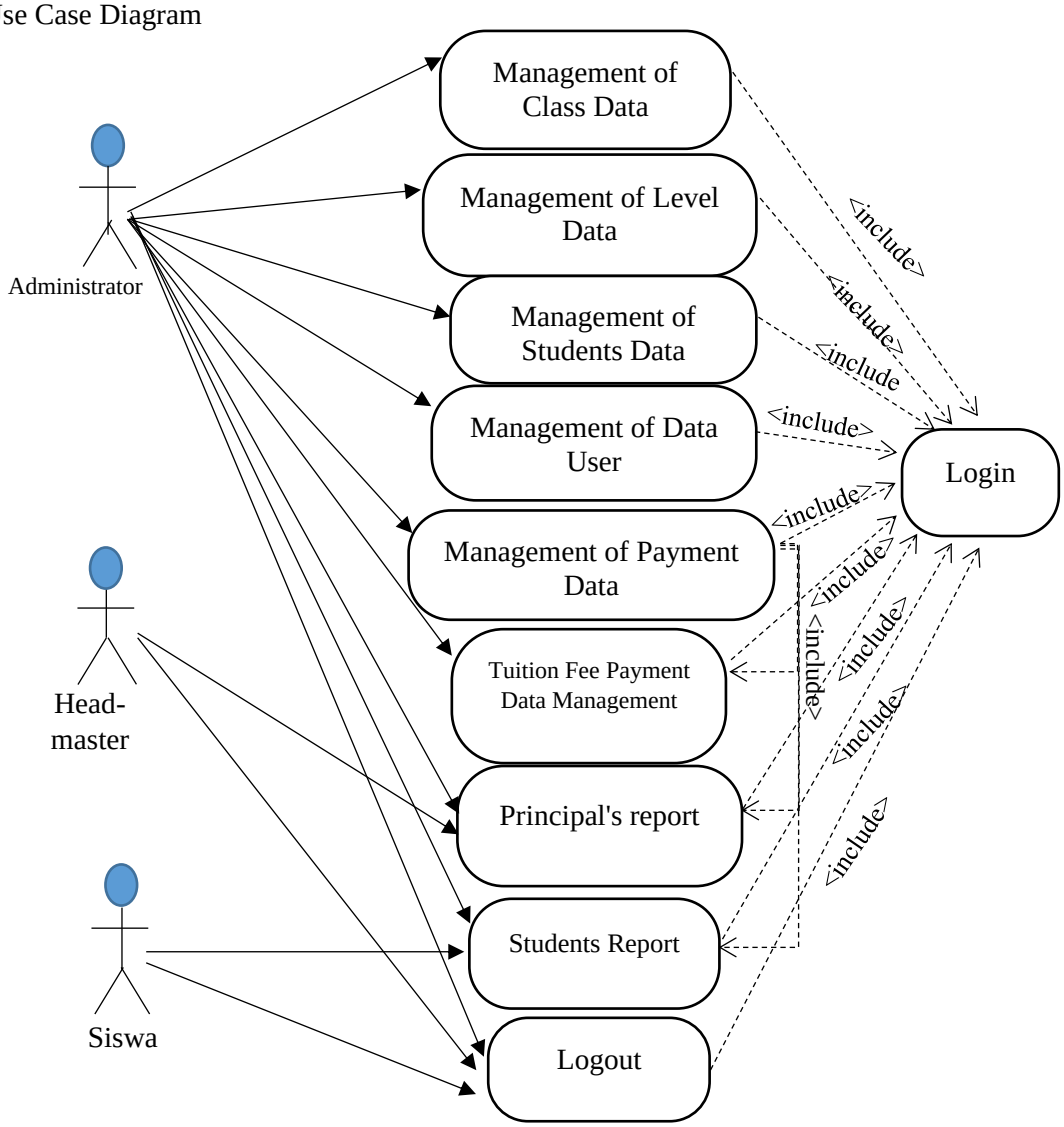

Figure 1. Use Case Diagram SPP Information System

Diagram activity admin

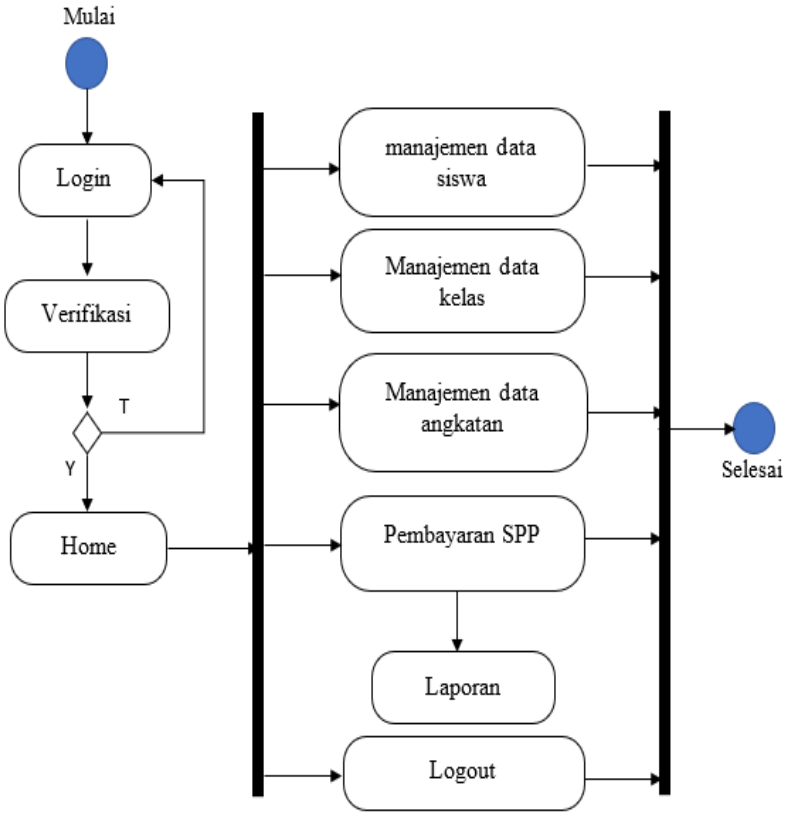

Figure 2. *Diagram Activity* Admin

Diagram activity Principal

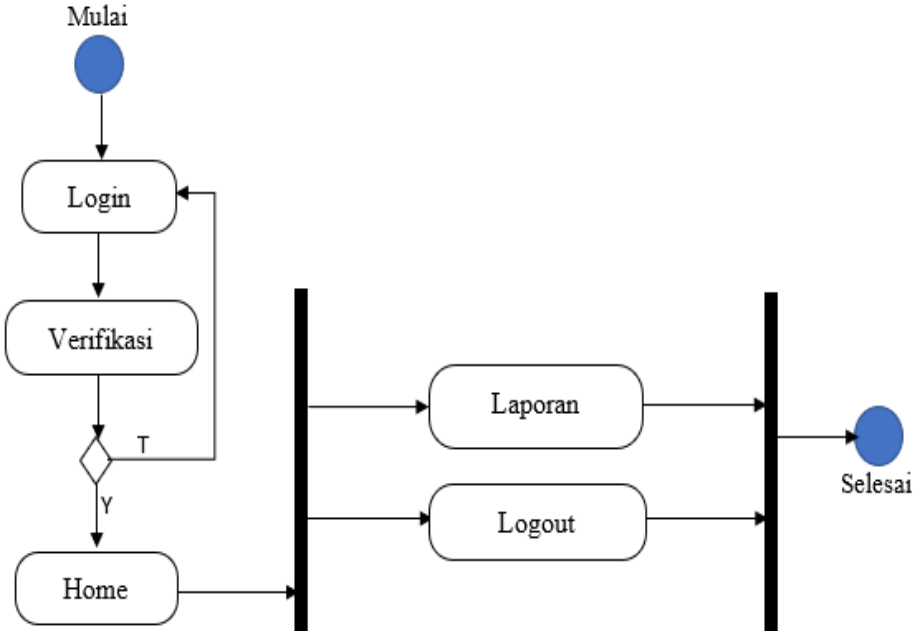

Figure 3. *DiagramActivity Principal*

Diagram activity student

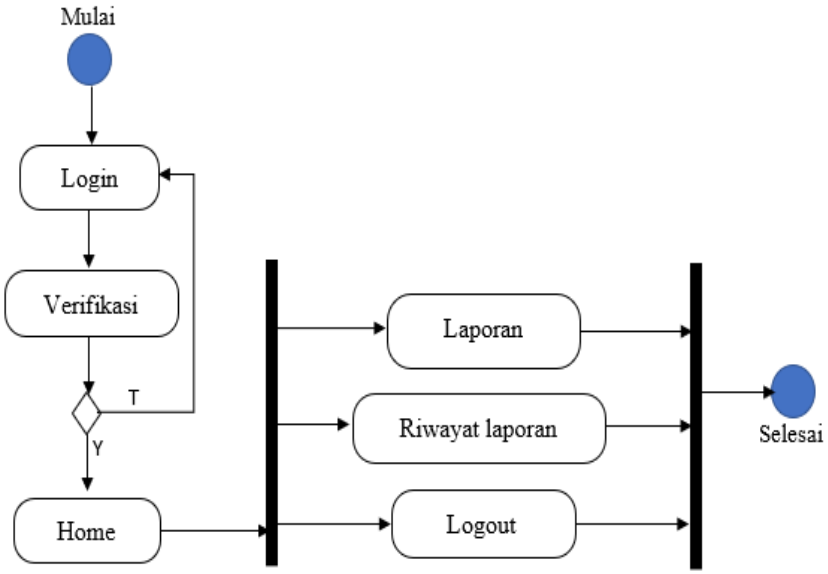

Figure 4. *Diagram Activity* Student

c. *Development*

Development is the stage of product development and testing, where the results of analysis and design have been developed into a finished product. The development of the web-based tuition payment information system at SMA Boedi Oetomo is in accordance with the design that has been previously created.

When first accessing the SPP payment information system website, the user will be presented with a user selection interface. For the admin and principal, select "log in as admin," and for students, select "log in as student."

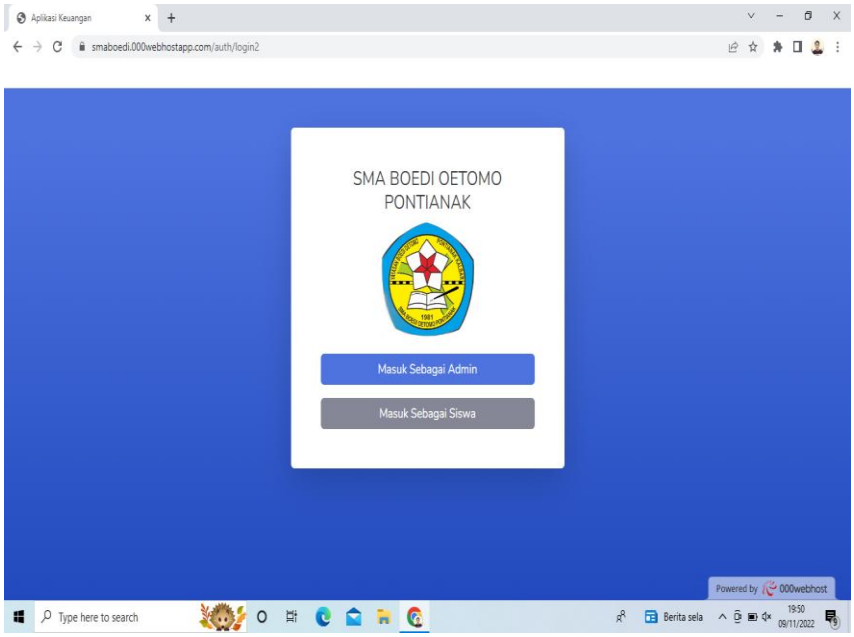

Figure 5. User Choice Display

After the user selects "log in as admin or log in as student," the user is then presented with the login screen to enter the username and password.

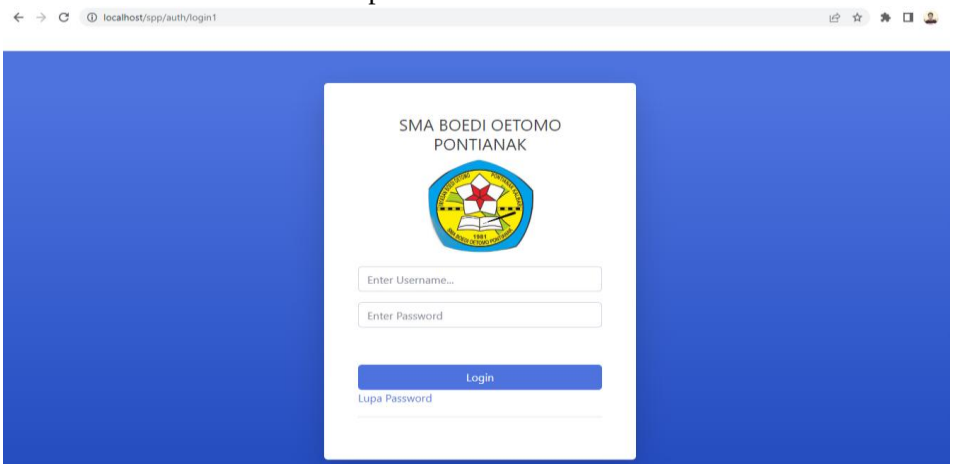

Figure 6. Login Screen

After entering the username and password and successfully logging in. the first display shown is the home page, which contains information on the number of transactions, the number of students, and the number of classes.

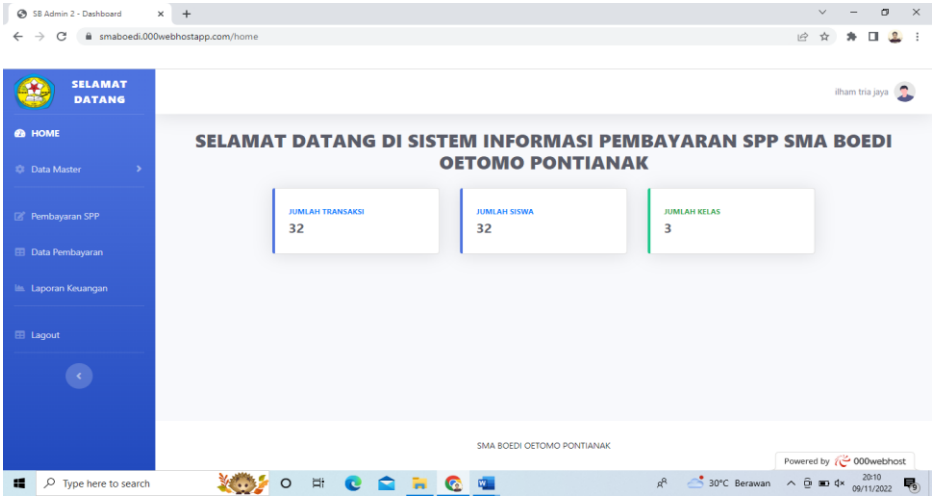

Figure 7. Home Screen

This master data menu contains submenus for student data, class data, batch data, and user data. Here are the submenus available in the master data:

Student Data Menu

This student data menu displays the student data that has been input into the web-based tuition payment information system.

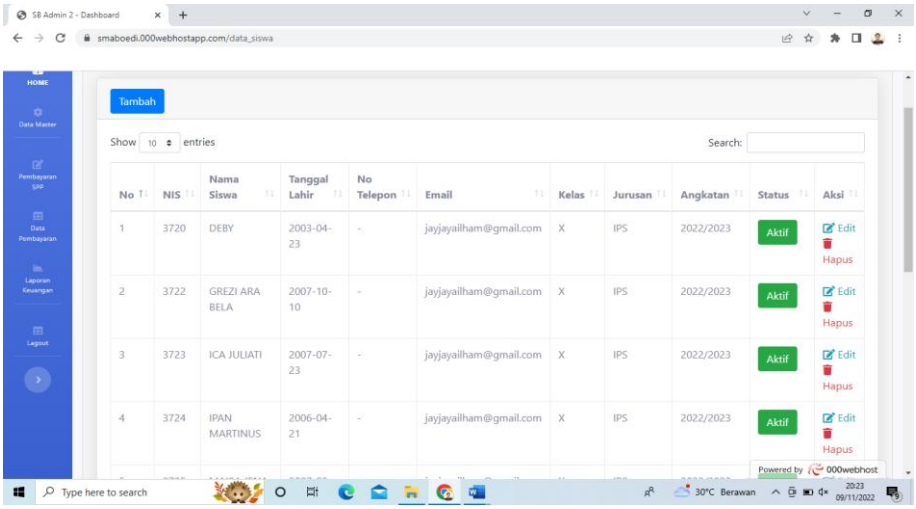

Figure 8. Student Data

Class Data Menu

This class data menu displays the class data available at the school that has been input into this web-based tuition payment information system.

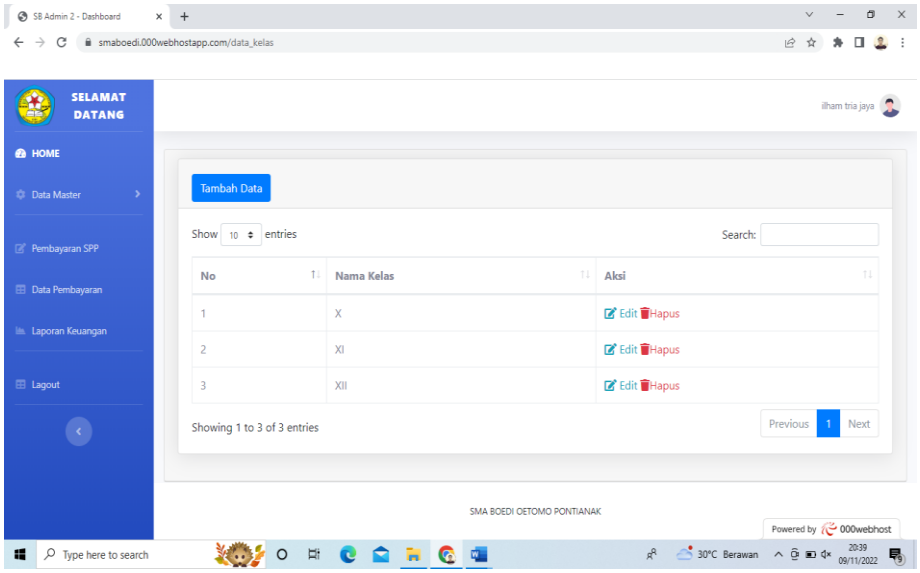

Figure 9. Class Data

User Data Menu

This user data menu displays the data of admin and principal users who can access this web-based tuition fee payment information system.

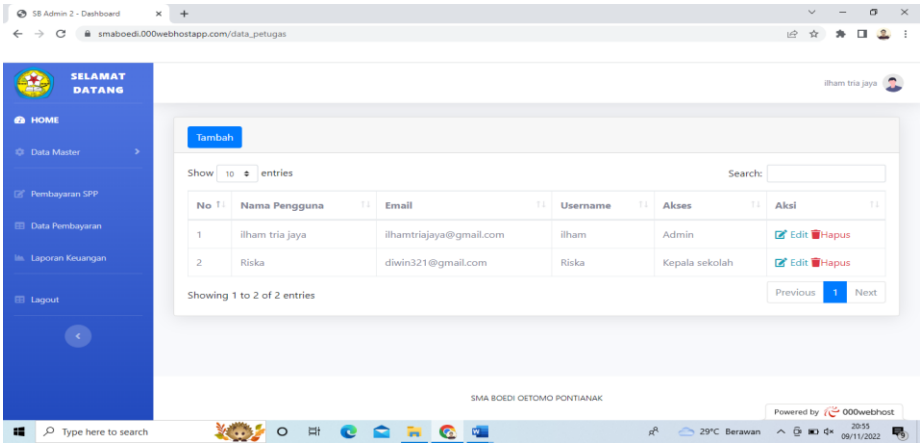

Figure 10. User Data

Tuition Payment Display

This tuition payment menu displays the data of students who will make the tuition payment. The admin selects the student who will make the tuition payment by clicking on view data.

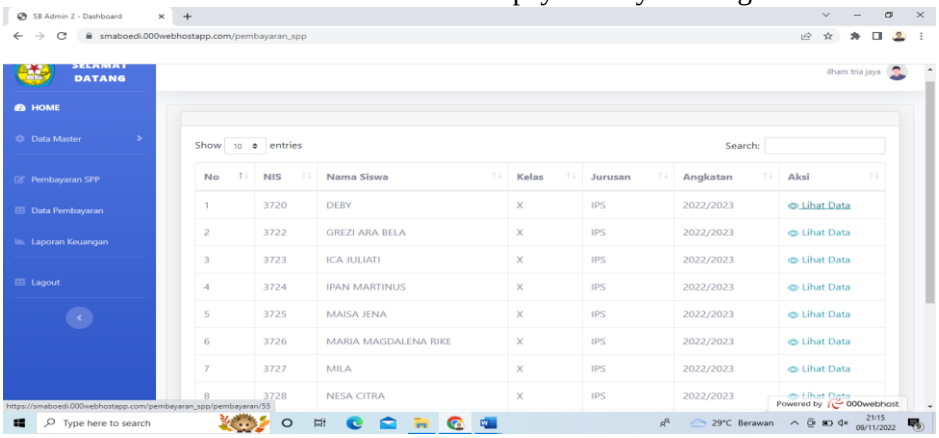

Figure 11. Tuition Fee Payment Data

Next, after the admin selects view data, the system will display the data of the student's last payment month.

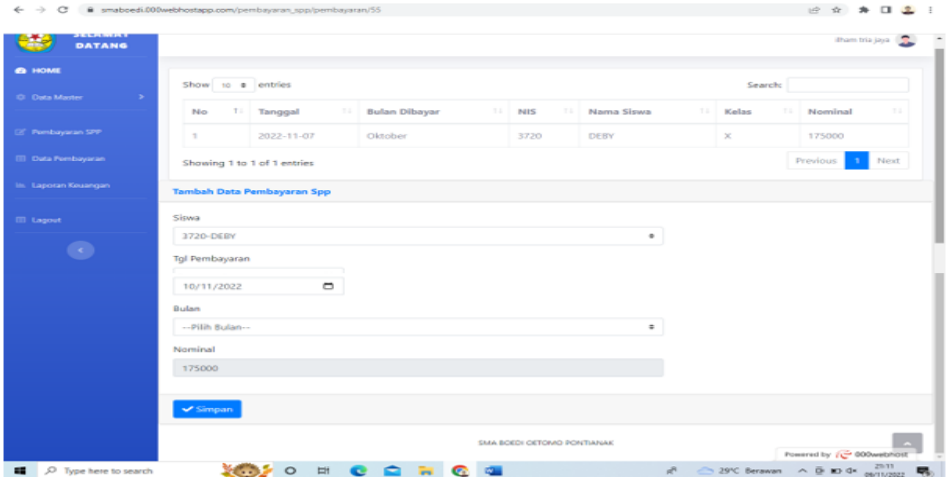

Figure 12. SPP Payment Form

Payment Data

This payment data menu is to display the data of students who have made SPP payments. If a student has not paid the SPP, their payment data will not be available in this menu.

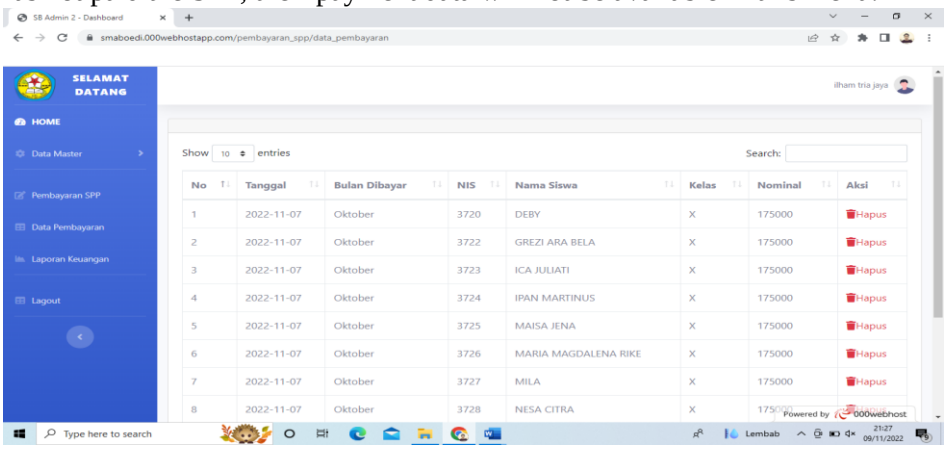

Figure 13. Management of Tuition Fee Payment Data

Financial Report

This financial report menu functions for the admin if they want to print the entire report, and this menu can also be accessed by the principal.

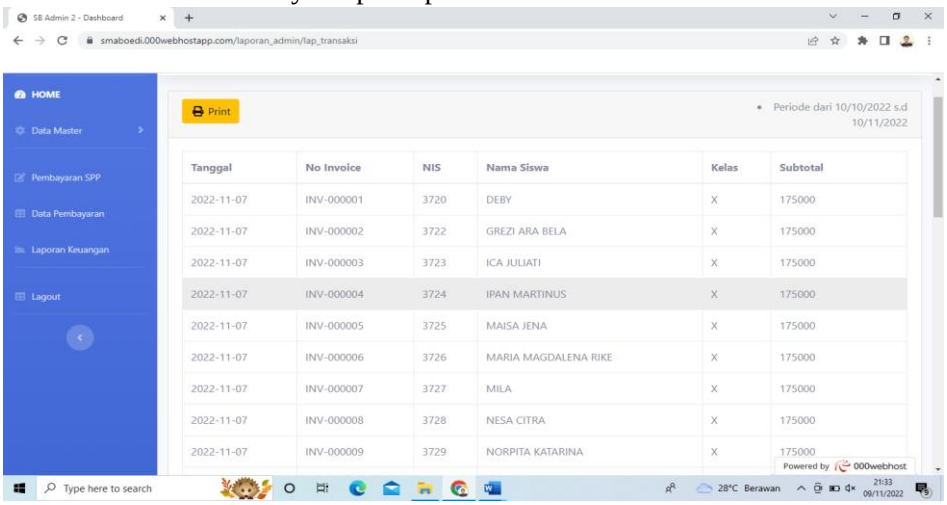

Figure 14. Tuition Fee Payment Report

Validation

The goal is to determine the quality or feasibility of the product before it is implemented. The following are the evaluation results from media experts and practitioners.

Table 1. Respon Validator Ahli Media

No.	Aspects	Item	Validator 1	Validator 2	Total	Percentage	Criteria
1.	General	6	24	30	54	90%	Very Feasible
2.	Software engineering	7	30	35	65	93%	Very Feasible
3.	Visual Communicaton	7	30	35	65	93%	Very Feasible
			Overall			92%	Very Feasible

From the total results of the media expert validation, calculated based on the feasibility percentage formula, the overall total percentage obtained is 92%, which falls into the category based on the product quality assessment criteria table, thus this product is categorized as Very Feasible.

Table 2. Expert Practitioner Validator Response

No.	Aspects	Item	Validator	Total	Percentage	Criteria
1.	General	6	29	29	97%	Very Feasible
2.	Software engineering	7	35	35	100%	Very Feasible
3.	Visual Communicaton	7	35	35	100%	Very Feasible
Overall					**99%**	**Sangat Layak**

The results of the expert validation by practitioners were also calculated based on the feasibility percentage formula, resulting in an overall percentage of 99%. This was then categorized according to the product quality assessment criteria table, placing the product in the Very Feasible category. This means that the system created is very helpful for the treasurer.

d. Implementation

At this stage, the program that has been developed and has gone thru the validation process by media and material experts is revised until it produces the final product. Next, the response collection is carried out, which involves implementation to the students. The respondent sampling was conducted in the 10th and 11th grades with a total of 22 students from SMA Boedi Oetomo Pontianak.

Table 3. Student Response

No.	Respondents	Percentages (%)	Criteria
1	Responden 1	80%	Good
2	Responden 2	87%	Very Good
3	Responden 3	90%	Very Good
4	Responden 4	80%	Good
5	Responden 5	87%	Very Good
6	Responden 6	90%	Very Good
7	Responden 7	79%	Good
8	Responden 8	81%	Good
9	Responden 9	88%	Very Good
10	Responden 10	81%	Good
11	Responden 11	84%	Very Good
12	Responden 12	92%	Very Good
13	Responden 13	74%	Good
14	Responden 14	90%	Very Good
15	Responden 15	80%	Good
16	Responden 16	82%	Very Good
17	Responden 17	92%	Very Good
18	Responden 18	75%	Good
19	Responden 19	81%	Good
20	Responden 20	97%	Very Good
21	Responden 21	96%	Very Good
22	Responden 22	84%	Very Good
	Total	1870%	
	Average	85%	Very Good

Based on the table, it is known that the average percentage score of the respondents is 85%. Therefore, with this average total percentage score, the development of this web-based tuition fee payment information system falls into the "Very Good" category for use.

e. *Evaluation*
This stage is to evaluate and assess each step taken to achieve a product that meets the established specifications. The purpose of this evaluation is to improve the product created before the final product is determined. One of them is to improve the website that has gone thru the development phase, specifically after validation trials by media experts and practitioners.

Discussion

The discussion of this research result is the final product, which is the development of the SPP payment information system. The developed SPP payment information system is a web-based product and can be accessed using hardware such as smartphones, laptops, and computers, as well as software like Google Chrome, Mozilla, and other browser applications with the link provided by the researcher. The result of this research is a system that can assist the treasurer in the process of inputting SPP payment data, making it easier to report to the principal. Additionally, the principal also has access to the system, allowing them to directly view the SPP payment reports managed by the treasurer without having to request reports from the treasurer.

In the research conducted by the researcher, a system was developed with 3 access rights: treasurer, principal, and student. The development of this tuition payment information system has gone thru all stages of development, starting from Analysis, Design, Development, Implementation, and Evaluation. The analysis stage in this research is the product needs analysis for the development of a web-based tuition payment information system, aimed at obtaining an overview of the website to be developed. The analysis of product needs was obtained from interviews with the treasurer of SMA Boedi Oetomo Pontianak. The interview results indicate that SPP payments at SMA Boedi Oetomo are currently conducted in two ways: manually and using Excel. The manual method involves using a book to write down the date each time a student makes an SPP payment. Meanwhile, Excel is used for creating reports for the principal. At SMA Boedi Oetomo, the treasurer and the principal are involved in managing SPP payments, with the principal reviewing the SPP payment data reports each month.

Therefore, the school treasurer reports to the principal every month about any students who are late in paying their SPP, with the report being in written or printed form and showing the students' SPP record book, while students are given a payment receipt card. The challenges faced by the school treasurer include the difficulty of calculating the total receipts, which must be recorded one by one manually, and the student payment proof cards often getting damaged. Thus, students also find it difficult to know the payments they have made, so they have to meet directly with the treasurer to inquire about the months of tuition fees they have paid. Therefore, this tuition payment information system was created to manage tuition payments at SMA Boedi Oetomo Pontianak.

The design phase of the system can be defined as the depiction, planning, and creation of sketches or arrangements of several elements that are separate from a functioning whole. The design phase in this research consists of creating UML (Use Case Diagram, use case scenario, Activity Diagram). UML (Unified Modeling Language) is a language that has become an industry standard for visualizing, designing, and documenting software systems. The use case diagram illustrates the expected functionality of a system, the use case scenario explains the sequence of activities performed by the system, and the Activity Diagram is a way to model the workflow of a use case in graphical form. The design created here aims to provide an overview of the program flow according to the expected functions. The creation of this design is based on the analysis that has been conducted, resulting in the formation of this web-based SPP payment information system design. The development phase of this web-based SPP payment information system uses Sublime Text, Xampp version 3.3.0, and MySQL for database creation. The development of the web-based SPP payment

information system includes 10 main menu pages, including the user selection menu page, login page, home menu, student data menu, class data menu, batch data menu, user data menu, SPP payment menu, payment data menu, and report menu. After the web-based SPP payment information system is successfully developed, the media is then tested/validated by media experts and practitioners. The results of the media expert's assessment indicate that the development of the web-based SPP payment information system has a percentage of 92% or falls into the "Very Feasible" category. In addition to media experts, this SPP payment information system was also tested by practical experts. The purpose is to review the suitability of the menus and features on the developed website. The results of the expert practitioner's assessment indicate that the SPP payment information system received a percentage of 99% or falls into the "Very Feasible" category. The development of the web-based tuition payment information system at SMA Boedi Oetomo Pontianak has encountered several limitations, including the fact that creating the website took a considerable amount of time. The researcher required approximately 4 months to complete this website so that it could function as intended. The website, which is still simple, was created by the researcher to cover only the scope of SPP payment information, taking into account the time constraints for completing the undergraduate education (S1).

4. Conclusion

The development of a web-based tuition fee payment information system uses the ADDIE development model and follows its stages. Analysis (Analysis Stage) was conducted by interviewing the school treasurer to determine the needs for the product to be developed. Design (Design Phase) involves the creation of UML (use case diagram, use case scenario, activity diagram), entity relational diagram (ERD), and flowchart. Development (Development Phase) of the product uses the Sublime Text application and Xampp version 3.3.0. The development results include the login screen, home screen, student data input screen, class input screen, batch input screen, tuition payment screen, payment data screen, and report screen. The product undergoes testing or validation by media experts and practitioners as validators before being implemented. Implantation (Implementation Stage) was conducted in the 10th and 11th grades with a total of 22 students from SMA Boedi Oetomo Pontianak to determine the effectiveness of the system. Evaluation (Tahap Evaluasi) was conducted by media experts, namely 2 lecturers from the IT Study Program, and practitioner experts, namely the treasurer of SMA Boedi Oetomo Pontianak. Which is then followed by product improvements according to the suggestions before implementation. Based on the validation results from media experts, it is known that the Development of the Website-Based SPP Payment Information System at SMA Boedi Oetomo Pontianak received an average percentage score of 92%, which falls into the "Very Feasible" category, and the validation results from practitioner experts showed an average percentage score of 99%, which also falls into the "Very Feasible" category. User response to the SPP payment information system product was conducted thru trials with 10th and 11th-grade students. The trial involved 22 respondents, yielding a total percentage score of 85%, which falls into the "Very Good" category. Therefore, it can be said that user response to the development of the SPP payment information system is very suitable for use by the school.

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