ABSTRACT

E-COMMECRE APPLICATION AT BLACKBOX-SHOP GARUT

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*E-Commerce has been existed for more than 30 years. The first form of e-Commerce applied in Electronic Data Interchange (*EDI*) and Electronic Funds Transfer (*EFT*) on early 70's. The other form of e-Commerce is credit card transaction, debt card transaction, Automated Teller Machines and internet banking. Nowadays, e-Commerce often called as an activity to promote, to sell, to market goods and services on internet. Payment method that often used for e-commerce in Indonesia is money transfer among Banks, it can transferred via* ATM *(Automated Teller Machune), or via cash transfers.*

Blackbox-shop is a store that sells toys, mainly puzzle toys from various brands. In its business process, Blackbox-shop never free from troubles and restraints. Promotion of product is one of the biggest problems that faced by Blackbox-shop to sells those toys to people out there. Monthly report is also a problem for Blackbox-shop. Monthly report consists of three main reports, Sales report, procurement report, depreciation report. Beside those problems, Blackbox-shop also want to expand their marketing range and give costumers the alternative way of payment method to ease transaction method. This application, was expected to help product promotions optimally, expand marketing range especially region outside of Garut, so it can increase sales point which also increase Blackbox-shop business itself.

Keywords :e-Commerce, sales, procurement, depreciation