ABSTRACT

Information technology is key to the success of an organization either small or large. if the existing system can not serve a maximum of user education services, similarly, the education world that must be dealt with seriously. The problems that often arise among member attendance and recording grades, which is the input ¬ in MS Office applications Excel and data installment payments that are less effective..

Author uses prototype method as system development method. author analyzed by object oriented design and Use Case Diagram, Use Case Narrative, Activity Diagram, Sequence Diagram, Collaboration Diagram, Package Diagram, Class Diagram, Component Diagram and Deployment Diagram where used as analyzing equipment. and to support developing system author uses Java 2 Second Edition programming language and use database MySQL.

With Academic Information System which has been established therefor all activities start from registration, choosing learning schedule, payment, inputting attendance and score, teaching schedule, and guarantee will be handled by this information system not others.

Keyword : Information System, Academic