ABSTRACT

BUILDING APPLICATION E-COMMERCE IN TINTIN GAME SHOP

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Tintin Game Shop is a business entity engaged in the sale of games. Tintin Game Shop sells a variety of games consoles such as Play Station 1, PlayStation 2, Play Station 3, and PSP. Customers in Tintin Game Shop has customers from within or from outside the city. In the process of selling a product, Tintin Game Shop is still done in one place, where the buyers or subscribers should go to the store and then choose and buy what products customers want.. The development of E-Commerce is currently providing significant changes to its business activities. Therefore Tintin Game Shopwill try to renew the way of product sales, the dissemination of information about products and promotions using the Internet media.

Based on the above problems, it will be built e-commerce applications in Tintin Game Shop using structured methods. The tool is used to describe the flow yanag data in the system using Data Flow Diagrams (DFD), while to describe the relationship between data in the system using the tool of Entity Relationship Diagram (ERD).

Based on the results of alpha testing and betha of E-Commerce Applications in Tintin Game Shop, conclusions can be drawn is known that E-Commerce Applications TintinGame Shop can assist in the process of information dissemination both product promotion and in the process of selling the product, so it can be when viewed in terms of time can be more efficient that will impact business development in Tintin Game Shop.

Key words: Business, DFD, ERD, E-Commerce.