

ABSTRAK

Wisata di Kabupaten Blitar memiliki potensi besar, namun belum tersedia sistem informasi terintegrasi yang efektif. Wisatawan kerap kesulitan memperoleh informasi akurat mengenai lokasi, fasilitas, harga tiket, dan ulasan destinasi. Penelitian ini mengembangkan sistem informasi pengelolaan wisata berbasis web menggunakan metode *Waterfall* dan *framework Laravel*. Sistem menyediakan fitur pencarian informasi wisata lengkap, *integrasi Google Maps*, ulasan pengguna, serta rekomendasi berdasarkan lokasi, rating, dan pengunjung terbanyak. Data wisata diperoleh dari Dinas Kebudayaan dan Pariwisata Kabupaten Blitar. Evaluasi dilakukan melalui *black box testing* dan *Web Application Performance Testing (WAPT)*. Pengujian *black box* menunjukkan seluruh fitur berjalan sesuai fungsinya tanpa kesalahan. Pengujian *WAPT* dilakukan selama 5 menit dengan simulasi 20 pengguna simultan, menghasilkan 1843 hits berhasil, hanya 1 hit gagal, dan 332 halaman berhasil dimuat. Rata-rata waktu respons tercatat 2,09 detik, serta 4,62 detik termasuk pemuatan sumber daya. Penggunaan *CPU* mencapai 52%, masih dalam batas wajar. Hasil tersebut menunjukkan sistem stabil, responsif, dan layak digunakan. Penelitian ini dapat meningkatkan aksesibilitas informasi wisata bagi masyarakat dan mendukung pengelolaan data wisata secara lebih efisien.

Kata Kunci: Sistem Informasi, Wisata, Kabupaten Blitar, *Waterfall*, *WAPT*.

ABSTRACT

Tourism in Blitar Regency has great potential but lacks an effective integrated information system. Tourists often struggle to obtain accurate information regarding locations, facilities, ticket prices, and destination reviews. This study developed a web-based tourism management information system using the Waterfall method and the Laravel framework. The system provides comprehensive tourism search features, Google Maps integration, user reviews, and recommendations based on location, ratings, and most visited destinations. Tourism data was obtained from the Department of Culture and Tourism of Blitar Regency. The system was evaluated using black-box testing and Web Application Performance Testing (WAPT). Black-box testing showed that all features functioned properly without errors. The WAPT evaluation was conducted over 5 minutes with a simulation of 20 simultaneous users, resulting in 1,843 successful hits, only 1 failed hit, and 332 pages loaded successfully. The average response time was recorded at 2.09 seconds, and 4.62 seconds including resource loading. CPU usage reached 52%, which remains within a reasonable range. These results indicate that the system is stable, responsive, and suitable for real-world use. This study is expected to improve public access to tourism information and support more efficient tourism data management.

Keywords: *Information System, Tourism, Blitar Regency, Waterfall, WAPT.*