

DAFTAR ISI

LAPORAN TUGAS AKHIR.....	i
LAPORAN TUGAS AKHIR.....	ii
HALAMAN PENGESAHAN.....	iii
PERNYATAAN BEBAS PLAGIASI.....	iv
KATA PENGANTAR.....	v
DAFTAR ISI.....	vii
DAFTAR GAMBAR.....	x
DAFTAR TABEL.....	xv
ABSTRAK.....	xvi
ABSTRACT.....	xvii
BAB I PENDAHULUAN.....	1
1.1 Latar Belakang.....	1
1.2 Rumusan Masalah.....	2
1.3 Batasan Masalah.....	2
1.4 Tujuan Penelitian.....	3
1.5 Manfaat Penelitian.....	3
1.6 Metodologi Penelitian.....	3
1.7 Sistematika Penulisan.....	4
BAB II TINJAUAN PUSTAKA.....	6
BAB III LANDASAN TEORI.....	10
3.1 <i>Coworking Space</i>	10
3.2 PT. Indonesia Comnet Plus.....	10
3.3 Metode Dialexa.....	11
3.3.1 <i>Value Proposition Canvas</i>	12
3.3.2 <i>Business Canvas Model</i>	13
3.3.3 <i>Journey Mapping</i>	13
3.3.4 <i>Framework and Technology Evaluation</i>	13
3.3.5 <i>Storyboards</i>	14
3.3.6 <i>Minimum Viable Product</i>	14
3.3.7 <i>Clickable Prototype</i>	14
3.3.8 <i>Development Prototype</i>	14
3.3.9 <i>Tree Testing</i>	15
3.3.10 <i>Systems Architecture</i>	15
3.3.11 <i>Wireframe</i>	15
3.3.12 <i>Flow Map</i>	16
3.3.13 <i>Application or Site Map</i>	16
3.3.14 <i>Feature Matrix</i>	16
3.3.15 <i>High Level Epics</i>	16
3.3.16 <i>Product Roadmap</i>	16
3.3.17 <i>Backlog Grooming</i>	17
3.3.18 <i>Post Production</i>	17
3.4 Metodologi Scrum.....	17
3.5 <i>Use Case Diagram</i>	18

3.6	<i>Activity Diagram</i>	19
3.7	<i>Entity Relationship Diagram</i>	20
3.7.1	<i>Entity</i>	20
3.7.2	<i>Relationship</i>	21
3.7.3	Atribut.....	21
3.7.4	<i>Cardinality Ratio Constraint</i>	21
3.7.5	Simbol-Simbol <i>Entity Relationship Diagram</i>	22
3.8	Alat Implementasi.....	23
3.8.1	Redmine.....	23
3.8.2	Balsamiq Mockup.....	25
3.8.3	StarUML.....	25
3.8.4	Xmind.....	25
3.8.5	Microsoft Project.....	25
3.8.6	CorelDRAW.....	26
3.8.7	Marvel.....	26
3.8.8	Sympli.....	26
3.8.9	Swagger.....	26
BAB IV PERANCANGAN ANALISIS SISTEM.....		27
4.1	Perancangan Analisis AIRSpace.....	27
BAB V HASIL ANALISIS DAN PEMBAHASAN.....		31
5.1	Analisis AIRSpace.....	31
5.1.1	Analisis Permasalahan.....	31
5.1.2	<i>Value Proposition Canvas</i>	31
5.1.3	<i>Business Canvas Model</i>	33
5.1.4	Analisis Kebutuhan Pengguna.....	35
5.1.5	Analisis Kebutuhan Fungsional.....	36
5.1.6	Analisis Kebutuhan Non Fungsional.....	39
5.1.7	<i>Usecase Diagram</i>	40
5.1.8	<i>Journey Mapping</i>	41
5.1.9	<i>Framework and Technology Evaluation</i>	43
5.1.10	<i>Storyboard</i>	44
5.1.11	<i>Minimum Viable Product</i>	47
5.1.12	<i>Flow Map</i>	49
5.1.13	<i>Feature Matrix</i>	89
5.1.14	<i>Tree Testing</i>	89
5.1.15	<i>Application or Site Map</i>	92
5.1.16	<i>Wireframe Backoffice</i>	94
5.1.17	<i>System Architecture</i>	122
5.1.18	<i>Entity Relationship Diagram</i>	123
5.1.19	<i>High Level Epics</i>	124
5.1.20	<i>Product Roadmap</i>	124
5.1.21	<i>Backlog Grooming</i>	125
5.1.22	<i>Post Production</i>	125
5.2	Hasil Pembahasan Pengujian Kelayakan Analisis.....	126
5.2.1	Deskripsi Data.....	126
5.2.2	Perhitungan Data.....	127



5.2.3 Pembahasan Data.....	128
BAB VI KESIMPULAN DAN SARAN.....	154
6.1 Kesimpulan.....	154
6.2 Saran.....	154
DAFTAR PUSTAKA.....	155
LAMPIRAN.....	157