

ABSTRAK

Latar Belakang: Perekam medis dan informasi kesehatan berperan sebagai *coder* dalam klaim INA-CBGs karena memiliki kompetensi klasifikasi klinis, kodifikasi penyakit dan masalah kesehatan lainnya, serta prosedur klinis. Namun, di lapangan masih ditemukan ketidaktepatan penentuan kode. Hal tersebut disebabkan kurangnya pemahaman petugas PMIK terkait aturan *coding* dalam klaim INA-CBGs. Sedangkan bagi mahasiswa berdasarkan survei pada 130 mahasiswa rekam medis UGM diketahui bahwa 26% mahasiswa menyatakan sulit dalam *coding* penyakit. Oleh karena itu, dibutuhkan pembuatan media pembelajaran aplikasi klaim asuransi khususnya terkait aturan *coding* INA-CBGs serta fitur atau hal – hal lainnya pada aplikasi INA-CBGs berbasis *web* dengan konsep *one stop learning*.

Tujuan: Menghasilkan rancangan media pembelajaran aplikasi klaim kesehatan berbasis *web* dengan konsep *one stop learning*.

Metode: Perancangan media pembelajaran ini menggunakan metode *waterfall* dengan tahapan analisis kebutuhan, desain sistem dan desain tampilan antarmuka.

Hasil: Hasil perancangan ini adalah rancangan *Unified Modelling Language* (UML) yang terdiri dari *use case* dan *activity diagram*, rancangan basis data terdiri dari *Entity Relationship Diagram* (ERD), tabel basis data dan rancangan relasi antar tabel, serta rancangan desain tampilan antarmuka yang terdiri dari beberapa menu antara lain beranda, materi, latihan, simulasi, berita, masuk (*login*), daftar serta reset kata sandi.

Kesimpulan: Perancangan media pembelajaran aplikasi klaim asuransi berbasis *web* dengan konsep *one stop learning* telah sesuai dengan analisis kebutuhan pengguna. Perancang selanjutnya dapat membuat media pembelajaran berdasarkan hasil rancangan ini serta dapat diterapkan dalam proses pembelajaran aplikasi klaim asuransi.

Kata Kunci: Asuransi, INA-CBGs, media pembelajaran, perancangan.

ABSTRACT

Background: Medical recorders and health information act as coders in INA-CBGs claims because they have clinical classification competence, codification of diseases and other health problems, and clinical procedures. However, in the field still found inaccuracies in determining the code. This is due to the lack of understanding of PMIK officers regarding coding rules in INA-CBGs claims. As for students, based on a survey of 130 UGM medical record students, it was found that 26% of students stated that it was difficult to code disease. Therefore, it is necessary to make learning media for insurance claims applications, especially related to the INA-CBGs coding rules and other features or things in the web-based INA-CBGs application with the concept of one stop learning

Objective: To produce a web-based learning media design for the health claims application with the concept of one stop learning.

Methods: The design of the learning media used the waterfall method with the needs analyzed, system designed and interface designed stages.

Results: The result of this design is the design of the Unified Modeling Language (UML) which consists of use cases and activity diagrams, database design consists of an Entity Relationship Diagram (ERD), database tables and relationship design between tables, as well as an interface design which consists of several menus including homepage, materials, exercises, simulations, news, login, register and password reset.

Conclusion: The design of learning media for web-based insurance claims application with the concept of one stop learning is in accordance with the analysis of user needs. The designer can then create learning media based on the results of this design and can be applied in the learning process of the insurance claim application.

Keywords: Design, INA-CBGs, insurance, INA-CBGs.