

The method employed in this study is the prototype method, which is a software development approach facilitating effective collaboration between system developers and users. Its purpose is to address disparities between developers and users by utilizing a physical working model of the system, known as a prototype, which serves as the initial version of the system. Through this prototyping method, an intermediary system prototype is created, enabling developers and users to interact during the development process of information systems [7]. The prototype method encompasses several essential steps that must be undertaken, as shown in Figure 1 [8]:

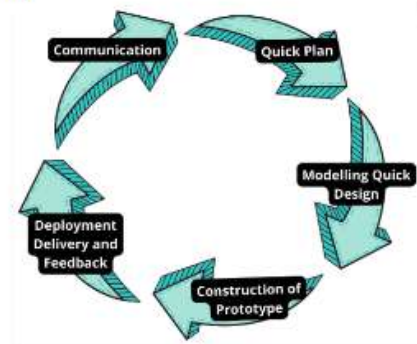
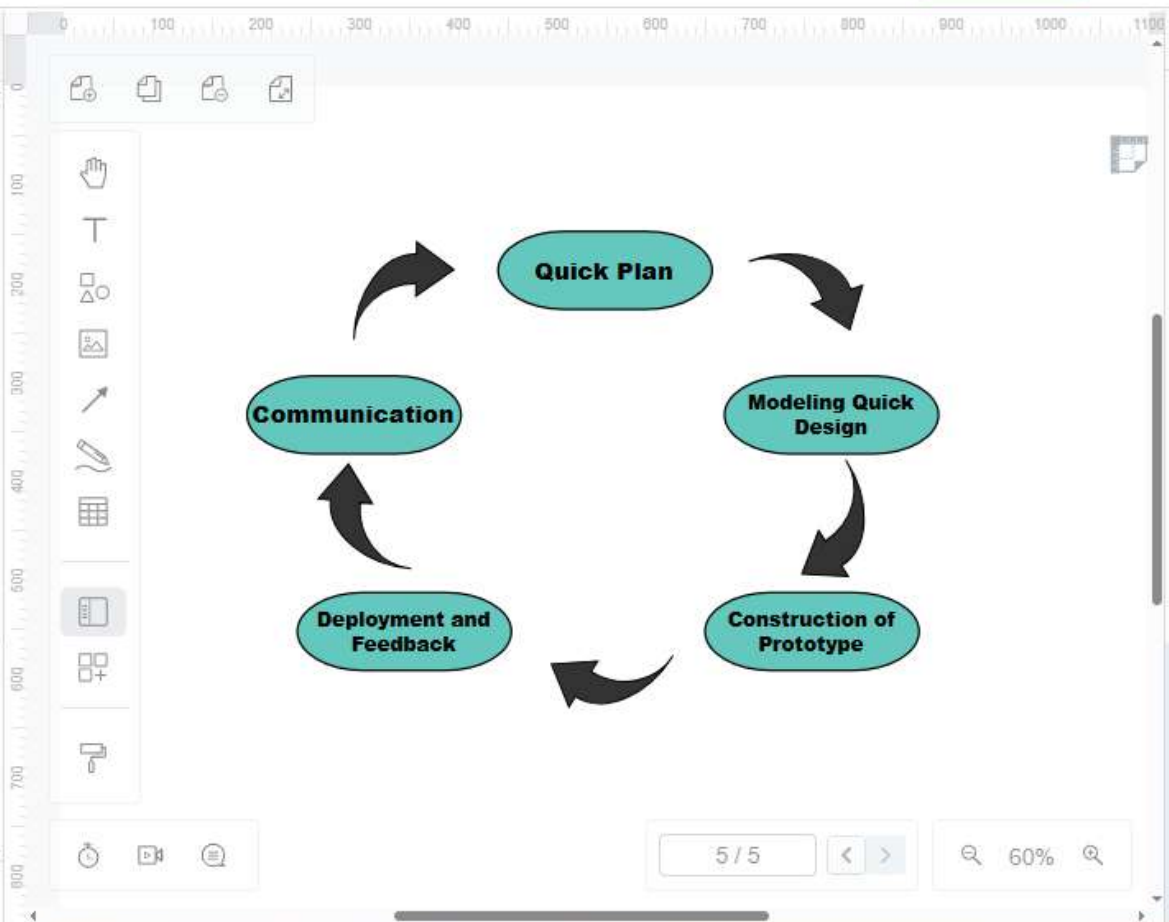


Figure 1: Stages of the Prototype Method

1. Communication, during this stage, authors identify and collect data related to the issues at hand. This analysis involves direct interviews with prospective

Visual Paradigm toolbar: File, Undo, Redo, Upgrade, Export, Search, Help, User profile (A).

Left sidebar: Search bar, Favorites, Drag elements here, Flowchart shapes palette (various geometric shapes and connectors), Shapes... button.



Right sidebar: Pages panel showing a list of pages (Default, Page-3, Page-4, Page-5). Page-5 is highlighted as the 'Current page'.