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UTS Praktek Aplikasi Mobile

Aplikasi Lowongan Kerja Part-Time

1. Buat Value Proposition Canvas (VPC)

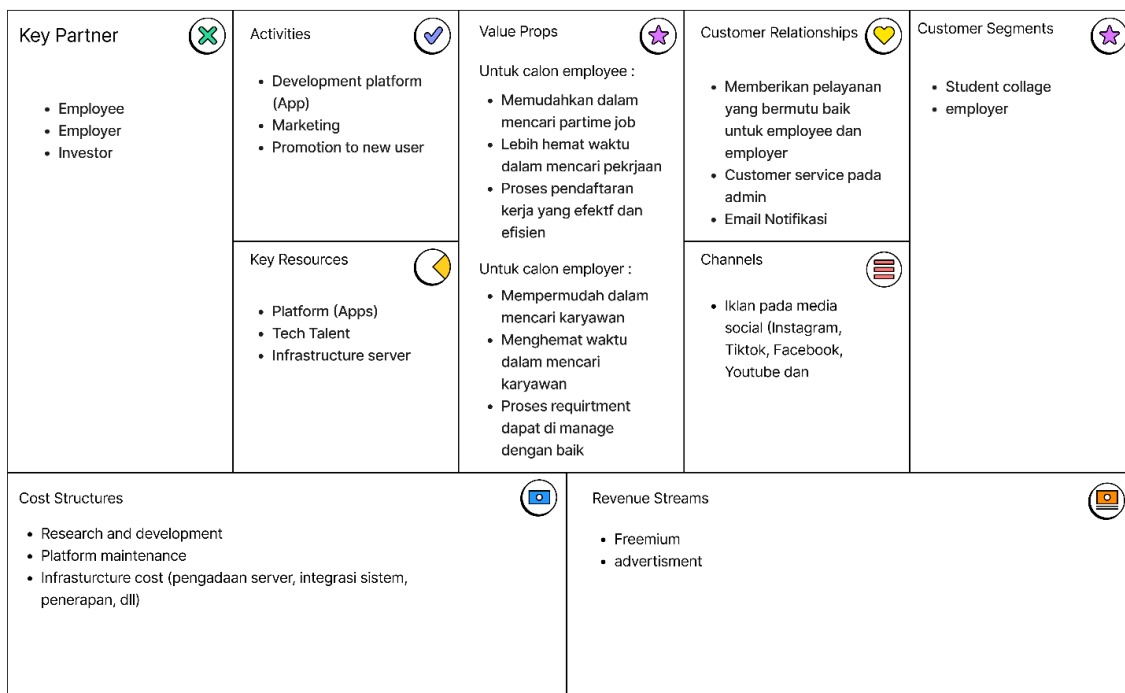
Value proposition



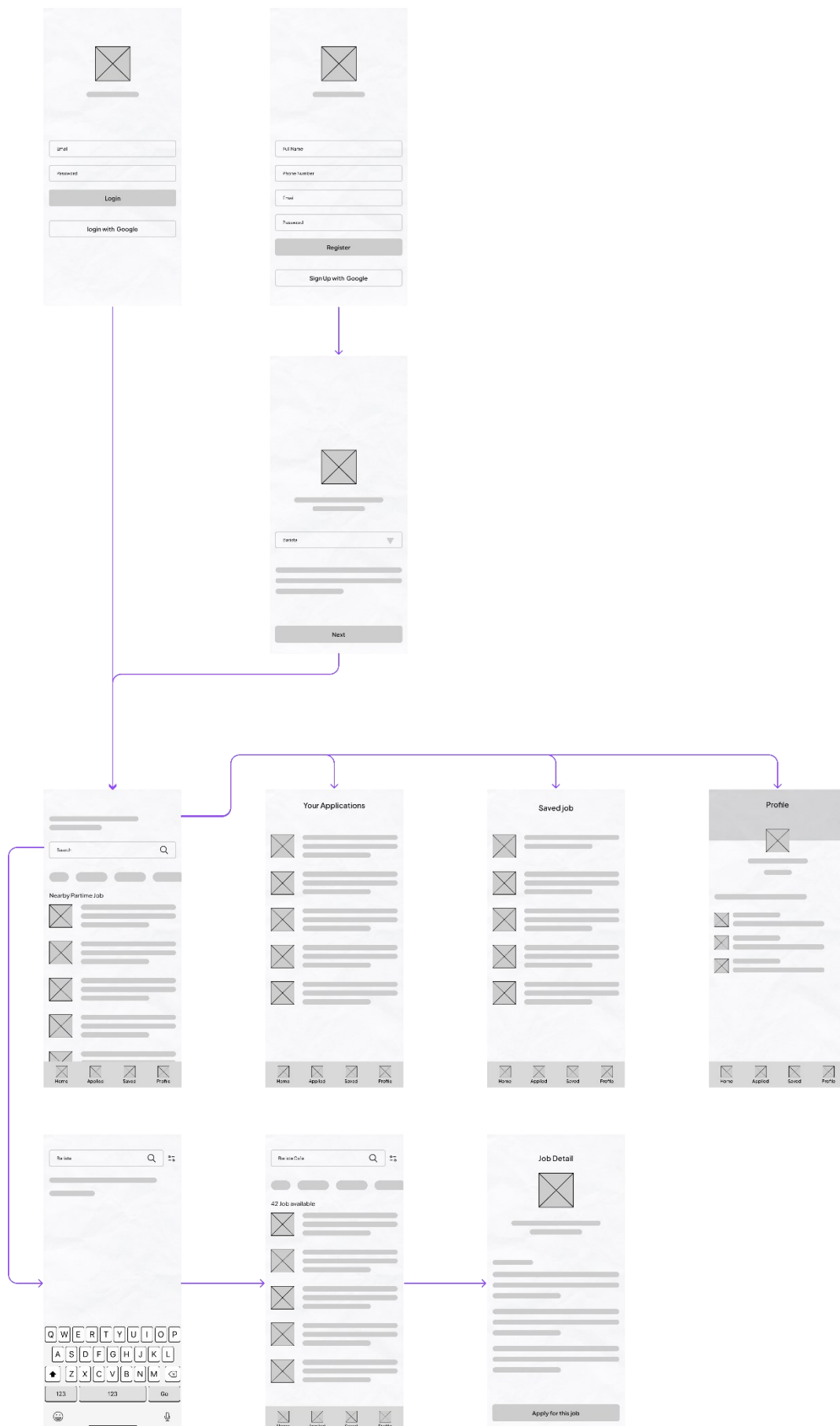
Customer Segment



2. Buat Business Model Canvas (BMC)



3. Buatlah wireframe dari aplikasi anda minimal 3 halaman



a. Buat perencanaan anggaran

Cakupan	Tugas	Biaya
Project Management	▪ Project Manager	Rp. 7,000,000
	▪ Dokumen dan Spesifikasi	
Design	▪ Wireframe ▪ Mockup	Rp. 3,000,000
Infrastructure	▪ Server	Rp. 3,500,000
Application Development	▪ Front End ▪ Back End	Rp.20,000,000
Testing	▪ Testing Application ▪ Penyesuaian Frontend ▪ Penyesuaian Bacnkend ▪ Perbaikan	Rp.10,000,000
Application Realease	▪ Rilis Aplikasi ▪ Perawatan / Maintenance	Rp. 8,000,000
Total:		Rp. 51,500,000

Link Figma:

[https://www.figma.com/file/DSG8f3BEeH0WMhsRkKmsnk/Value-Proposition-Canvas---Template-\(Community\)?node-id=0:1](https://www.figma.com/file/DSG8f3BEeH0WMhsRkKmsnk/Value-Proposition-Canvas---Template-(Community)?node-id=0:1)