



RANCANG BANGUN APLIKASI CHECK IN PASIEN RS MITRA KELUARGA

Kick Off Meeting Presentation

Kelompok 6

Content Outline

Topics for discussion

- 01 Scope Management Plan
- 02 Requirements Management Plan
- 03 Schedule Management Plan
- 04 Cost Management Plan
- 05 Quality Management Plan
- 06 Communication Management Plan
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- 08 Procurement Management Plan

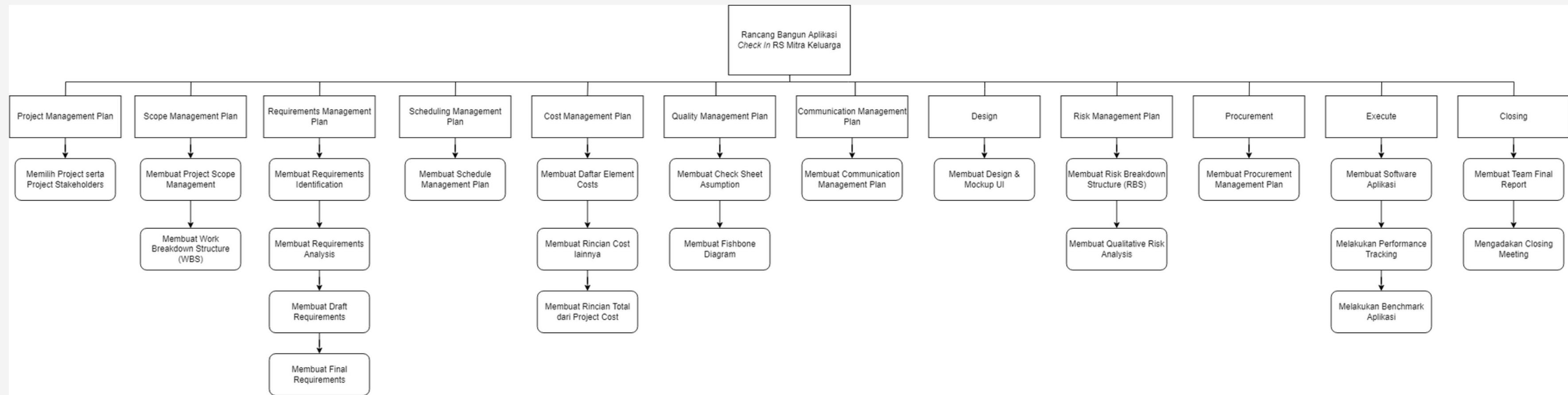


Scope Management Plan

| IT Project Scope | |
|---|--|
| Project title : Rancang Bangun Aplikasi <i>Check-in</i> Pasien RS Mitra Keluarga | Project number : 1.0 |
| Project leader/manager : Vannes Lie | Anticipated Project : |
| Sponsor : Mahfudz Amri | Date Prepared : 12 March 2022 |
| Estimated Completion: 2 Months | |
| Scope Description | <p>IN SCOPE :</p> <ul style="list-style-type: none"> - Aplikasi berbasis <i>mobile</i> yang mendukung proses <i>check in</i> pada pasien di RS Mitra Keluarga <p>OUT SCOPE :</p> <ul style="list-style-type: none"> - Kemampuan <i>partnership</i> dengan setiap mitra RS Mitra Keluarga |
| Project Deliverables | <ul style="list-style-type: none"> - Aplikasi berjalan secara fungsional dan sesuai dengan tujuan dari pembuatan aplikasi. - Semua fitur pada aplikasi dapat membantu dan mempermudah proses administrasi RS Mitra Keluarga. |
| Constraints | Resource, budget, & time |
| Project Limitation | <ul style="list-style-type: none"> - Aplikasi hanya dapat digunakan untuk pasien dengan adanya admin untuk mengatur sistem RS Mitra Keluarga |
| Assumptions | <ul style="list-style-type: none"> - Project dapat diselesaikan dengan baik dan sesuai <i>schedule</i> oleh anggota team. - Project dapat membantu mempermudah proses administrasi RS Mitra Keluarga dengan adanya aplikasi <i>check in</i> tersebut. |

| Project Team Member | | |
|--|-------------------------|---|
| Name | Division | Job Description |
| Vannes Lie | Project Manager | Memimpin <i>project</i> dan merencanakannya dengan strategi yang sesuai untuk mencapai tujuan <i>project</i> tersebut. |
| Thomas Januardy | System Analyst & Design | Menganalisa, merencanakan, mengkoordinasikan, dan mengimplementasikan sistem serta membuat desain UI/UX untuk keperluan aplikasi. |
| Irfan Fari Ramadhan | System Programmer | Merancang framework dan membuat sistem aplikasi check-in agar fungsional untuk pasien. |
| Jerrell Susilo | System Assurance | Menguji rancangan sistem yang sudah dibuat dan memastikan sudah memenuhi fungsionalitas aplikasi check-in. |
| Alexander Toar | User Experience Expert | Menguji rancangan UI/UX yang sudah dibuat oleh System Analyst & Design. |
| Hendry Avandel | Quality Assurance | Memastikan proses dan hasil pengerjaan sesuai dengan goals yang sudah ditetapkan dan kebutuhan project. |
| Purpose Project | | |
| <ul style="list-style-type: none"> Membuat aplikasi mobile untuk melakukan proses <i>check-in</i> di RS Mitra Keluarga Memudahkan pasien dalam proses administrasi di RS Mitra Keluarga Mempermudah proses penyimpanan dengan menjamin keamanan data terkait pasien pada database RS Mitra Keluarga | | |

Work Breakdown Structure



REQUIREMENT IDENTIFICATION PLAN

- Customer Feedback
- Focus Group Discussion
- Interview & Form

ONGOING MANAGEMENT

- Memastikan progress berjalan sesuai dengan requirements yang ada
- Menyusun prioritas terhadap setiap requirements tersebut
 - Melakukan testing untuk masing-masing requirements
 - Melakukan update dari semua perubahan yang dibuat
 - Memperbaiki bagian-bagian yang error

REQUIREMENT DOCUMENTATION

- Business Requirements
- Stakeholder Requirements
- Solution requirements
- Transaction and readiness requirements
- Quality Requirements

REQUIREMENT ANALYSIS

- Functional Analysis
- Operational Analysis
- Technical Analysis
- Transitional Analysis

REQUIREMENT TRACEABILITY MATRIX

| Requirement Traceability Matrix | | | | |
|--|--------------|--|---|---|
| Project Name : RANCANG BANGUN APLIKASI CHECK IN PASIEN RS MITRA KELUARGA | | | | |
| ID | Associate ID | Requirement Description | Business Needs, Opportunities, Goals, and Objectives | Project Objectives |
| 1.1 | 1.1.1 | Memilih Project dan Project Stakeholders | Mengetahui project apa yang akan dilaksanakan serta untuk siapa project dikerjakan | Menyempurnakan ide project kepada project stakeholder |
| 1.2 | 1.2.1 | Membuat Project Scope Management | Menggambarkan tujuan utama projek dan memanfaatkan data untuk mendukung jalannya projek | Mematangkan tujuan utama dari pelaksanaan pembangunan project |
| | 1.2.2 | Membuat Work Breakdown Structure | | |
| 1.3 | 1.3.1 | Membuat Requirement Identification | Mengetahui keseluruhan persyaratan yang dibutuhkan dalam proses perancangan aplikasi check-in RS Mitra Keluarga | Aplikasi dapat memenuhi persyaratan yang ada pada saat proses perancangan |
| | 1.3.2 | Membuat Requirement Analysis | | |
| | 1.3.3 | Membuat Draft Requirement | | |
| | 1.3.4 | Membuat Final Draft Requirement | | |
| 1.4 | 1.4.1 | Membuat Scheduling Management Plan | Menggambarkan penjadwalan project secara | Penjadwalan project dapat berjalan sesuai |

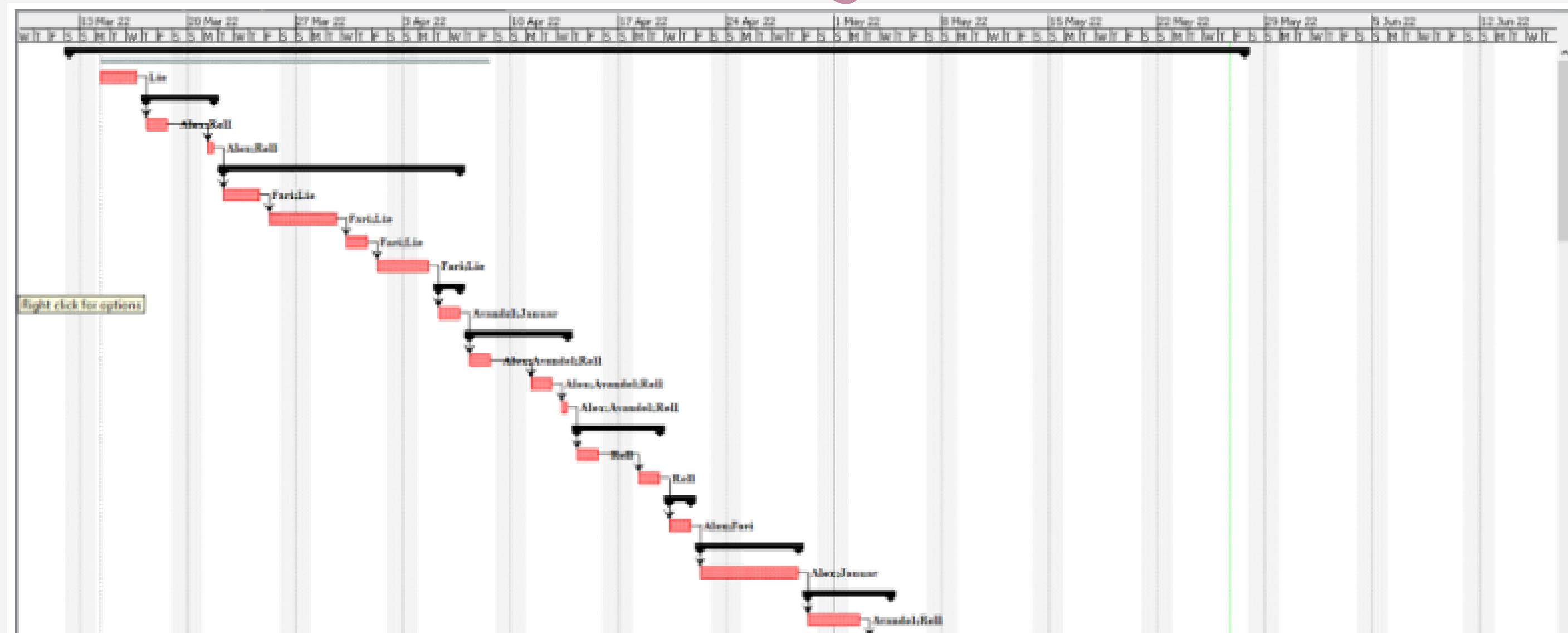
| | | | | |
|-----|-------|---|---|--|
| | | | menyeluruh | dan tepat waktu |
| 1.5 | 1.5.1 | Membuat Daftar Element Costs | Mengetahui keseluruhan biaya yang akan dikeluarkan dalam pengerjaan project | Seluruh detail biaya sesuai dengan list yang sudah dicantumkan |
| | 1.5.2 | Membuat Rincian Total Costs Lainnya | | |
| | 1.5.3 | Membuat Rincian Total dari Project Cost | | |
| 1.6 | 1.6.1 | Membuat Check Sheet Assumption | Mengetahui keseluruhan kualitas dari aplikasi yang sudah beredar | Dapat menanggulangi keseluruhan permasalahan yang dialami user |
| | 1.6.2 | Membuat Fishbone Diagram | | |
| 1.7 | 1.7.1 | Membuat Communication Management Plan | Melakukan pendekatan mengenai rincian kegiatan serta rencana terkait project | Seluruh pesan yang disampaikan baik kepada anggota team maupun project stakeholder dapat disampaikan dengan maksimal |
| 1.8 | 1.8.1 | Membuat Design Mockup UI | | |
| | 1.9.1 | Membuat RBS | Mengetahui berbagai macam resiko yang dapat terjadi selama pengerjaan project | Dapat mengantisipasi keseluruhan resiko bagi project |
| 1.9 | 1.9.2 | Membuat Qualitative Risk Analysis | | |
| | 2.0.1 | Membuat Procurement Management Plan | Menggambarkan keseluruhan keperluan terkait pengerjaan project | Seluruh keperluan project dapat digunakan dengan baik sesuai porsinya masing-masing |

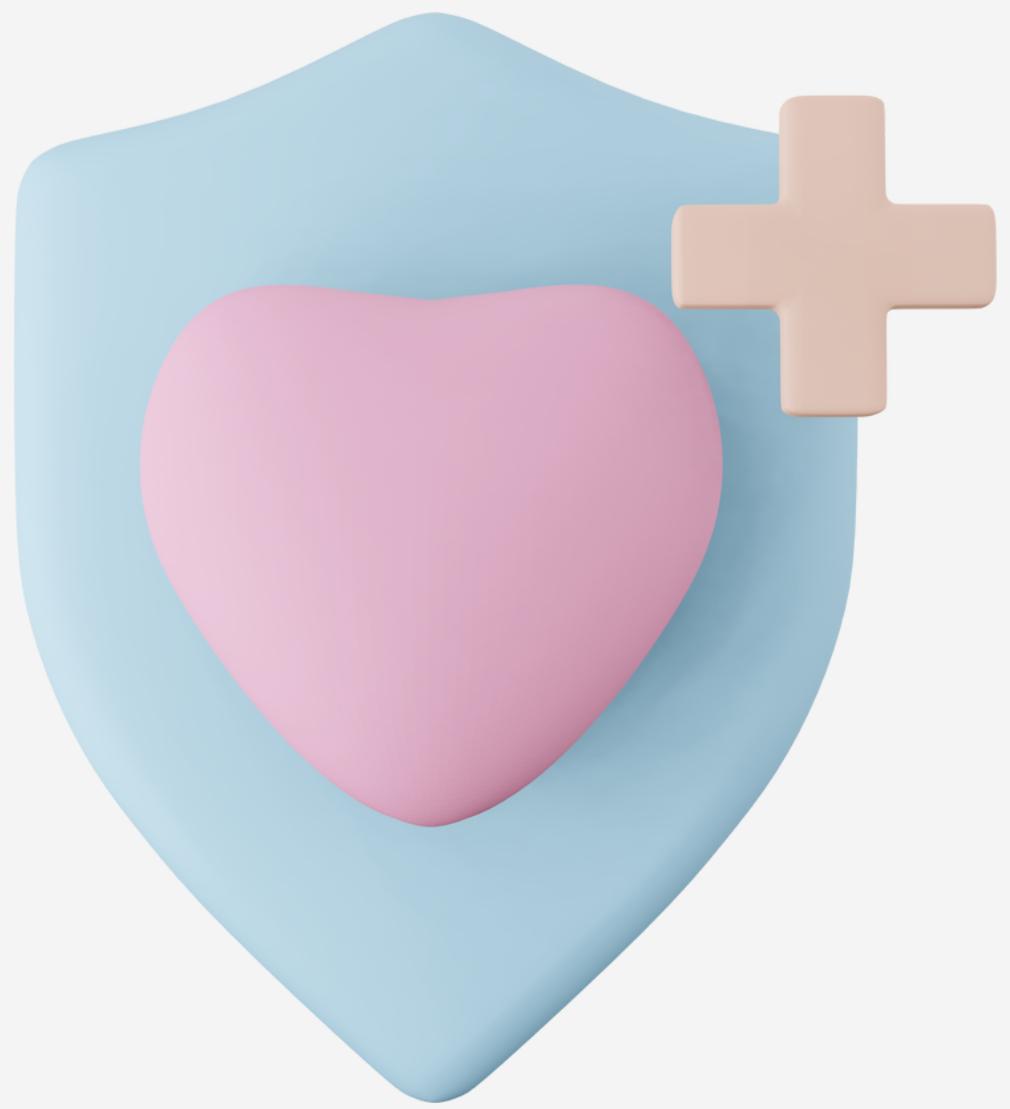
| | | | | |
|-----|-------|--------------------------------|---|---|
| 2.1 | 2.1.1 | Membuat Software Aplikasi | Memungkinkan sistem dapat berjalan sesuai dengan fungsi yang direncanakan dan memastikan sistem aplikasi dapat terus berjalan secara fungsional | Membuat sistem aplikasi serta meningkatkan kegunaan dan kualitas sistem |
| | 2.1.2 | Melakukan Performance Tracking | | |
| | 2.1.3 | Melakukan Benchmark Aplikasi | | |
| 2.2 | 2.2.1 | Membuat Team Final Report | Menggambarkan keseluruhan proses project yang sudah dikerjakan dan melakukan penutupan project yang telah selesai | Keseluruhan proses project terselesaikan dengan baik |
| | 2.2.3 | Mengadakan Closing Meeting | | |

Schedule Management Plan

| | | Name | Duration | Start | Finish | Predecessors | Resource Names |
|----|--|---|----------|-----------------|-----------------|--------------|------------------------------|
| 1 | | Project Management | 55 days? | 3/12/22 8:00 AM | 5/27/22 5:00 PM | | |
| 2 | | Memilih Project dan Project Stakeholder | 3 days? | 3/12/22 8:00 AM | 3/16/22 5:00 PM | | Lie |
| 3 | | Scope Management Plan | 3 days? | 3/17/22 8:00 AM | 3/21/22 5:00 PM | | |
| 4 | | Membuat Project Scope Statement | 2 days? | 3/17/22 8:00 AM | 3/18/22 5:00 PM | 2 | Alex;Rell |
| 5 | | Membuat Work Breakdown Structure | 1 day? | 3/21/22 8:00 AM | 3/21/22 5:00 PM | 4 | Alex;Rell |
| 6 | | Requirement Management Plan | 12 days? | 3/22/22 8:00 AM | 4/6/22 5:00 PM | | |
| 7 | | Membuat requirement Identification | 3 days? | 3/22/22 8:00 AM | 3/24/22 5:00 PM | 5 | Fari;Lie |
| 8 | | Membuat Requirement Analysis | 3 days? | 3/25/22 8:00 AM | 3/29/22 5:00 PM | 7 | Fari;Lie |
| 9 | | Membuat Draft Requirement | 2 days? | 3/30/22 8:00 AM | 3/31/22 5:00 PM | 8 | Fari;Lie |
| 10 | | Membuat Final Requirement | 2 days? | 4/1/22 8:00 AM | 4/4/22 5:00 PM | 9 | Fari;Lie |
| 11 | | Scheduling Management Plan | 2 days? | 4/5/22 8:00 AM | 4/6/22 5:00 PM | | |
| 12 | | Membuat Scheduling management Plan | 2 days? | 4/5/22 8:00 AM | 4/6/22 5:00 PM | 10 | Avandel;Januar |
| 13 | | Cost Management Plan | 5 days? | 4/7/22 8:00 AM | 4/13/22 5:00 PM | | |
| 14 | | Membuat Daftar Element Cost | 2 days? | 4/7/22 8:00 AM | 4/8/22 5:00 PM | 12 | Alex;Avandel;Rell |
| 15 | | Membuat Rincian Total Cost Lainnya | 2 days? | 4/11/22 8:00 AM | 4/12/22 5:00 PM | 14 | Alex;Avandel;Rell |
| 16 | | Membuat Rincian Tota dari Project Cost | 1 day? | 4/13/22 8:00 AM | 4/13/22 5:00 PM | 15 | Alex;Avandel;Rell |
| 17 | | Quality Management Plan | 4 days? | 4/14/22 8:00 AM | 4/19/22 5:00 PM | | |
| 18 | | Membuat Check sheet assumption | 2 days? | 4/14/22 8:00 AM | 4/15/22 5:00 PM | 16 | Rell |
| 19 | | Fishbone Diagram | 2 days? | 4/18/22 8:00 AM | 4/19/22 5:00 PM | 18 | Rell |
| 20 | | Communication Management Plan | 2 days? | 4/20/22 8:00 AM | 4/21/22 5:00 PM | | |
| 21 | | Membuat Communication Management Plan | 2 days? | 4/20/22 8:00 AM | 4/21/22 5:00 PM | 19 | Alex;Fari |
| 22 | | Design | 5 days? | 4/22/22 8:00 AM | 4/28/22 5:00 PM | | |
| 23 | | Membuat Design Mockup UI | 5 days? | 4/22/22 8:00 AM | 4/28/22 5:00 PM | 21 | Alex;Januar |
| 24 | | Risk Management Plan | 4 days? | 4/29/22 8:00 AM | 5/4/22 5:00 PM | | |
| 25 | | Membuat RBS | 2 days? | 4/29/22 8:00 AM | 5/2/22 5:00 PM | 23 | Avandel;Rell |
| 26 | | Membuat Qualitative Risk analysis | 2 days? | 5/3/22 8:00 AM | 5/4/22 5:00 PM | 25 | Alex;Lie;Rell |
| 27 | | Procurement | 13 days? | 5/5/22 8:00 AM | 5/23/22 5:00 PM | | |
| 28 | | Membuat Procurement Management Plan | 3 days? | 5/5/22 8:00 AM | 5/9/22 5:00 PM | 26 | Lie |
| 29 | | Execute | 10 days? | 5/10/22 8:00 AM | 5/23/22 5:00 PM | | |
| 30 | | Membuat Software Aplikasi | 6 days? | 5/10/22 8:00 AM | 5/17/22 5:00 PM | 28 | Alex;Fari;Januar |
| 31 | | Melakukan Performance Tracking | 2 days? | 5/18/22 8:00 AM | 5/19/22 5:00 PM | 30 | Alex;Fari |
| 32 | | Benchmarking Aplikasi | 2 days? | 5/20/22 8:00 AM | 5/23/22 5:00 PM | 31 | Fari |
| 33 | | Closing | 4 days? | 5/24/22 8:00 AM | 5/27/22 5:00 PM | | |
| 34 | | Membuat Team Final Report | 3 days? | 5/24/22 8:00 AM | 5/26/22 5:00 PM | 32 | Alex;Avandel;Fari;Januar;Lie |
| 35 | | Mengadakan Closing Meeting | 1 day? | 5/27/22 8:00 AM | 5/27/22 5:00 PM | 34 | Lie |

Schedule Management Plan





Cost Management Plan

Element Cost

| Level | WBS Code | Element Name | Resources | Cost |
|-------|----------|--|------------------------|--------------|
| 1 | 1.1 | Management Plan | | |
| | 1.1.1 | Memilih Project dan Project Stakeholders | Vannes Lie | N/A |
| 2 | 1.2 | Scope Management Plan | | |
| | 1.2.1 | Membuat Project Scope Management | Alexander, Jerrell | Rp 1,000,000 |
| | 1.2.2 | Membuat Work Breakdown Structure | Alexander, Jerrell | N/A |
| 3 | 1.3 | Requirement Management Plan | | |
| | 1.3.1 | Membuat Requirement Identification | Irfan Fari, Vannes Lie | Rp 4,000,000 |
| | 1.3.2 | Membuat Requirement Analysis | Irfan Fari, Vannes Lie | N/A |
| | 1.3.3 | Membuat Draft Requirement | Irfan Fari, Vannes Lie | N/A |
| | 1.3.4 | Membuat Final Requirement | Irfan Fari, Vannes Lie | N/A |

| | | | | |
|---|-------|---------------------------------------|---------------------------------|---------------|
| 4 | 1.4 | Scheduling Management Plan | | |
| | 1.4.1 | Membuat Schedule Management Plan | Hendry Avandel, Thomas Januardy | Rp 3,000,000 |
| 5 | 1.5 | Cost Management Plan | | |
| | 1.5.1 | Membuat List Element Costs | | N/A |
| | 1.5.2 | Membuat Rincian Total Cost Lainnya | | N/A |
| | 1.5.3 | Membuat Rincian Total Project Cost | | N/A |
| 6 | 1.6 | Quality Management Plan | | |
| | 1.6.1 | Membuat Check Sheet Assumption | Jerrell Susilo | Rp 7,000,000 |
| | 1.6.2 | Membuat Fishbone Diagram | Jerrell Susilo | N/A |
| 7 | 1.7 | Communication Management Plan | | |
| | 1.7.1 | Membuat Communication Management Plan | Alexander Toar, Irfan Fari | Rp 3,000,000 |
| 8 | 1.8 | Design | | |
| | 1.8.1 | Membuat Design Mockup UI | Alexander Toar, Thomas Januardy | Rp 15,000,000 |

Element Cost

| | | | | |
|----|--------|-------------------------------------|---|---------------|
| 9 | 1.9 | Risk Management Plan | | |
| | 1.9.1 | Membuat RBS | Hendry Avandel, Jerrell Susilo | Rp 1,500,000 |
| | 1.9.2 | Membuat Qualitative Risk Analysis | Hendry Avandel, Jerrell Susilo | Rp 1,500,000 |
| 10 | 1.10 | Procurement | | |
| | 1.10.1 | Membuat Procurement Management Plan | Vannes Lie | Rp 7,000,000 |
| 11 | 1.11 | Execute | | |
| | 1.11.1 | Mengembangkan Software Aplikasi | Alexander Toar, Thomas Januardy, Irfan Fari | Rp 18,000,000 |
| | 1.11.2 | Melakukan Performance Tracking | Alexander Toar, Irfan Fari | Rp 5,000,000 |
| | 1.11.3 | Melakukan Benchmark Aplikasi | Irfan Fari | Rp 5,000,000 |

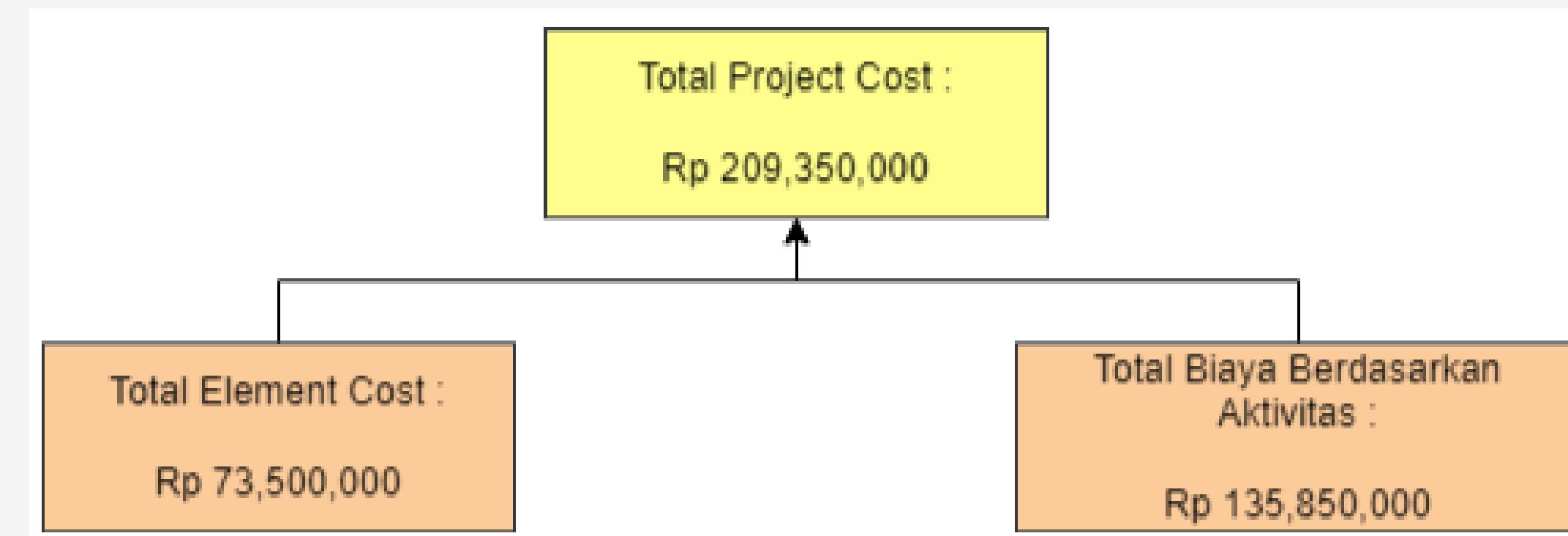
| | | | | |
|-------------|--------|----------------------------|---|---------------|
| 12 | 1.12 | Closing | | |
| | 1.12.1 | Membuat Team Final Report | Alexander Toar, Hendry Avandel, Irfan Fari, Thomas Januardy, Jerrell Susilo, Vannes Lie | Rp 2,500,000 |
| | 1.12.2 | Mengadakan Closing Meeting | | N/A |
| Total Biaya | | | | Rp 73,500,000 |

Biaya Berdasarkan Setiap Aktivitas

| | WBS Item | Unit | Cost/Unit/Hr | Subtotal | WBS Level Total |
|----------|---------------------------|------|-----------------------------|---------------|----------------------|
| 1 | Project Management | | | | Rp 95,500,000 |
| | Project Manager | 1 | Rp 18,000,000/ (2 Month) | Rp 18,000,000 | |
| | Project Team Member : | | | | |
| | System Analyst & Design | 1 | Rp 15,000,000 (2 Month) | Rp 15,000,000 | |
| | UX Expert | 1 | Rp 16,000,000 (2 Month) | Rp 16,000,000 | |
| | System Programmer | 1 | Rp 16,500,000 (2 Month) | Rp 16,500,000 | |
| | System Assurance | 1 | Rp 15,000,000 (2 Month) | Rp 15,000,000 | |
| | Quality Assurance | 1 | Rp 15,000,000 (2 Month) | Rp 15,000,000 | |

| | | | | | | |
|---------------------------|----------------------|---|---------------|--------------|--|-----------------------|
| 2 | Hardware | | | | | Rp 27,500,000 |
| | Devices | 2 | Rp 12,000,000 | 24,000,000 | | |
| | Servers | 1 | Rp 3,500,000 | 3,500,000 | | |
| 3 | Software | | | | | Rp 4,250,000 |
| | Licenced Software | 5 | Rp 450,000 | Rp 2,250,000 | | |
| | Software Development | 1 | Rp 2,000,000 | Rp 2,000,000 | | |
| 4 | Testing | | | | | Rp 4,100,000 |
| 5 | Other Cost | | | | | Rp 4,500,000 |
| | Training Staff | 6 | Rp 500,000 | 2,500,000 | | |
| | Operational Cost | 1 | Rp 2,000,000 | Rp 2,000,000 | | |
| Total Biaya | | | | | | Rp 135,850,000 |
| Total Project Cost | | | | | | Rp 209,350,000 |

Total Project Cost

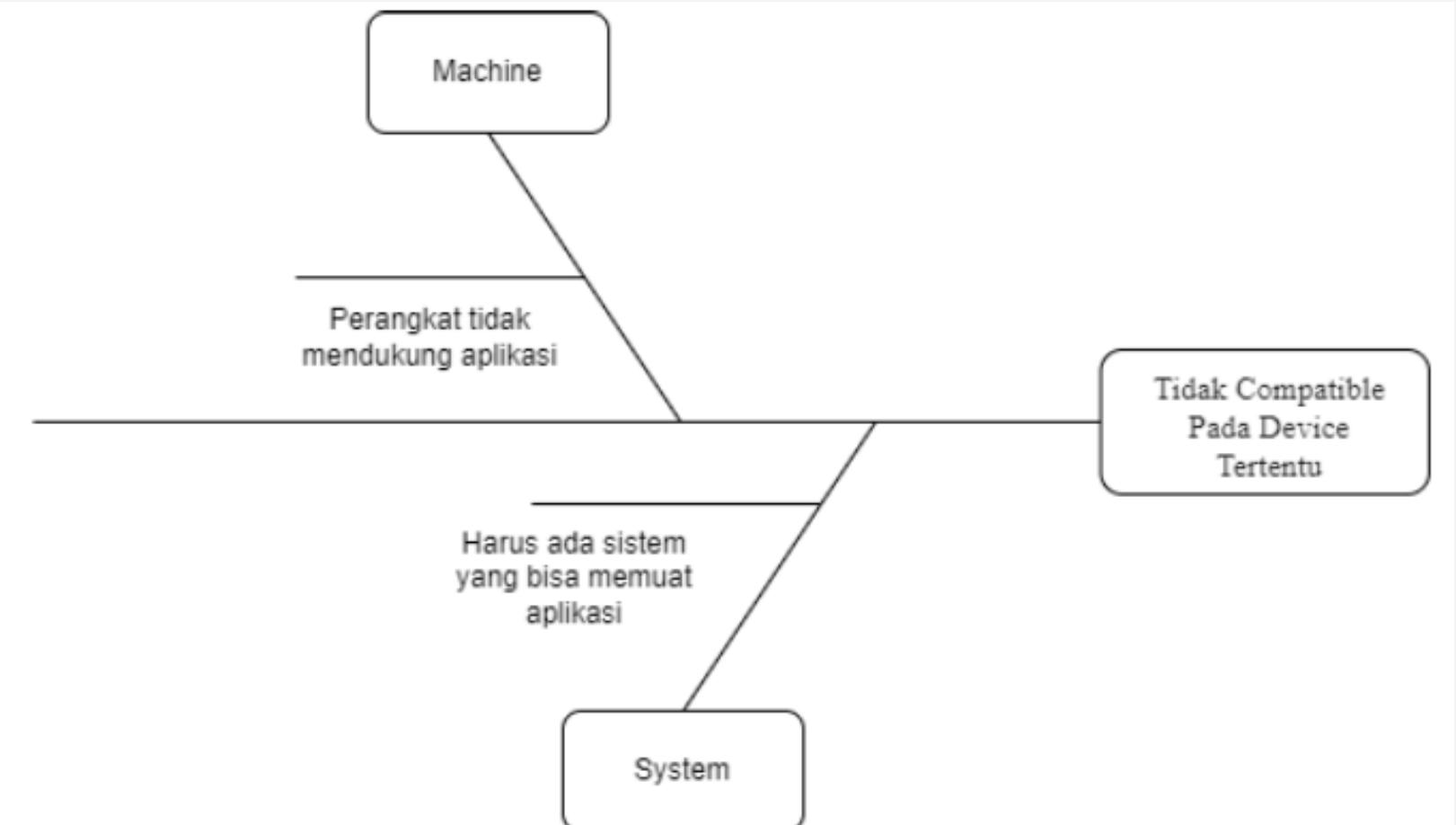
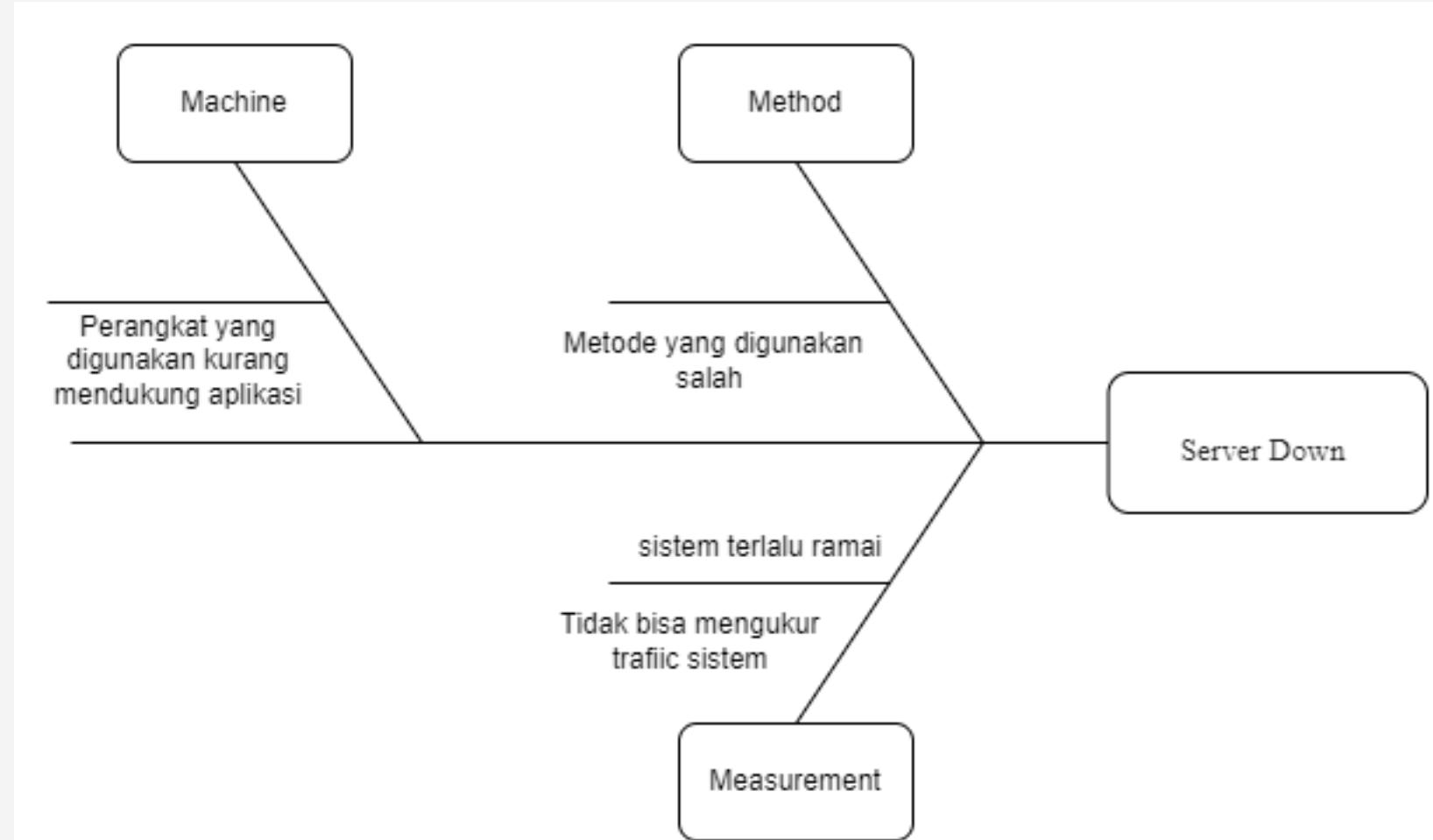
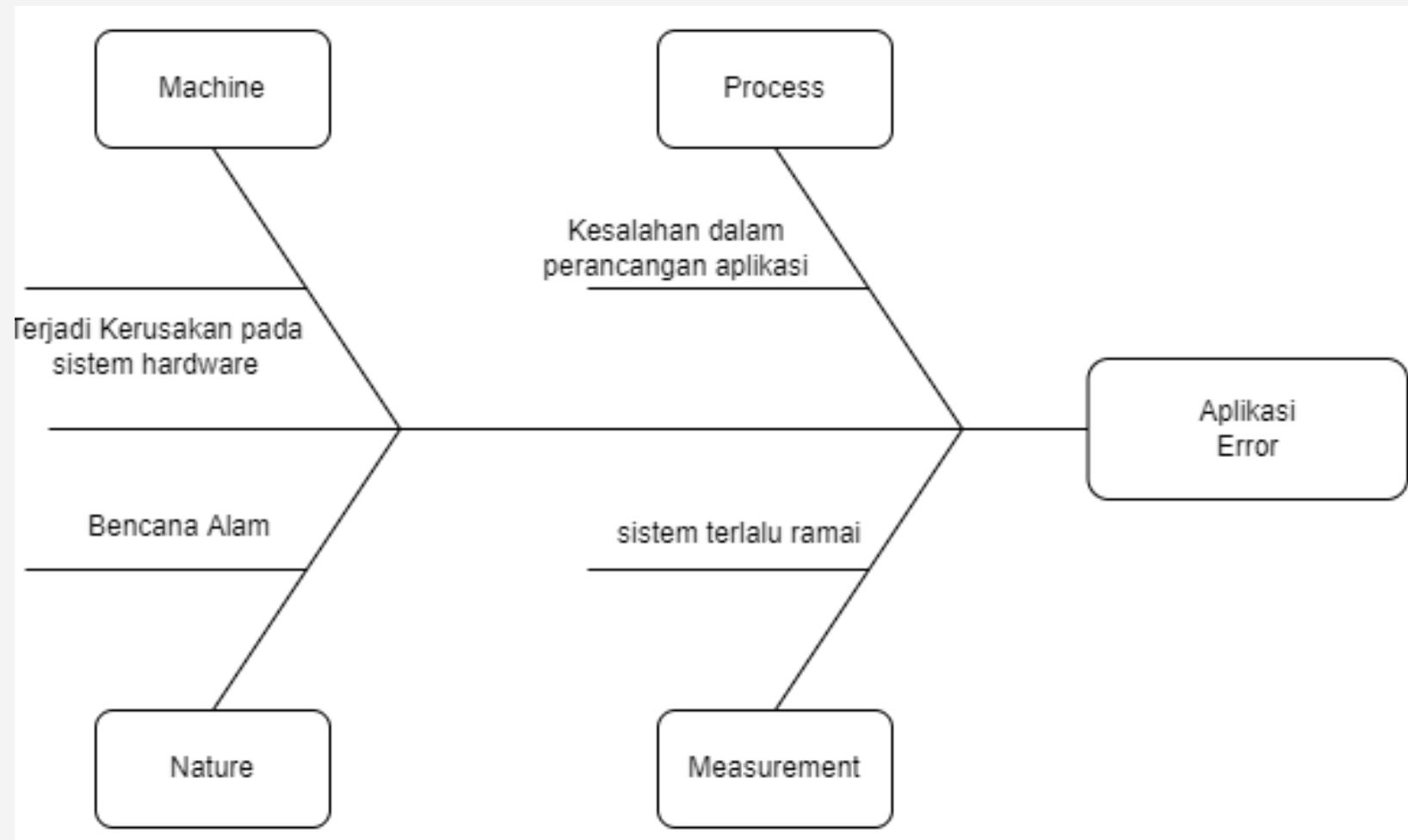


Quality Management Plan

Check sheet Assumption

| Kekurangan | Senin | Selasa | Rabu | Kamis | Jumat | Total |
|---------------------------------------|-------|--------|------|-------|-------|-------|
| Aplikasi Error | 0 | 2 | 0 | 0 | 1 | 3 |
| Tidak Compatible Pada Device Tertentu | 1 | 2 | 0 | 2 | 4 | 9 |
| Server Down | 5 | 5 | 0 | 0 | 7 | 17 |

FishBone Diagram



Communication Management Plan

| Deliverable Info (What) | Recipients (Who) | Delivery Method (How) | Schedule (When) | Who's Responsible |
|-----------------------------|---------------------|-------------------------------|--------------------|----------------------|
| Project Information | Project Team | Via Microsoft Teams | Setiap tanggal 10 | Project manager |
| Project Status | Project Team | Via Microsoft Teams | As needed | Project manager |
| Agenda | Project Team | Whatsapp | As needed | Project manager |
| Timeline Update | Project Team | Whatsapp | Setiap 2 bulan | Project manager |
| Project Update | Project manager | Via Microsoft <u>Temas</u> | Setiap tanggal 10 | Project team |
| Stakeholder Update | Stakeholder | Via Microsoft Teams | As needed | Project manager |
| Post Implementation Meeting | Project Team | Via Microsoft <u>Temas</u> | As needed | Project manager |

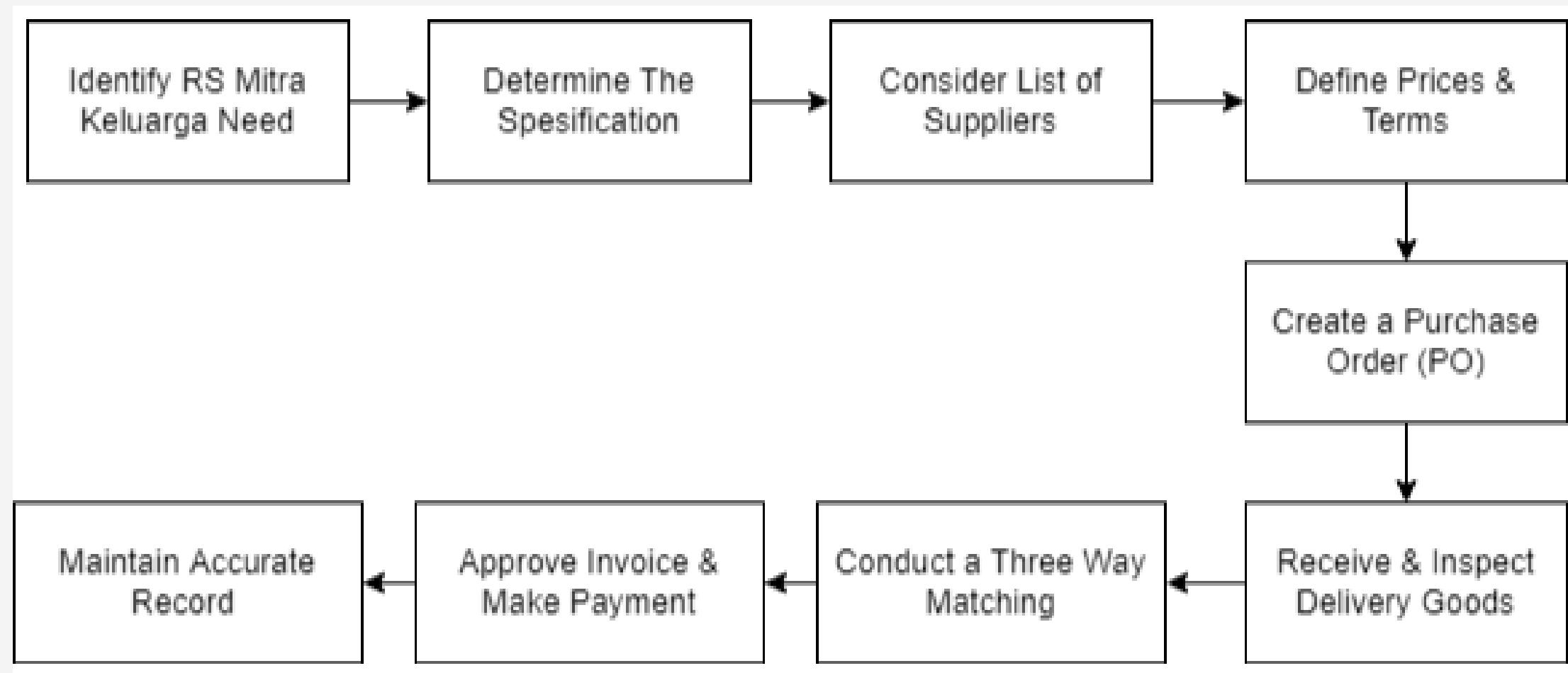
Risk Management Plan

1. Risk Breakdown Structure (RBS)

| RBS Level 0 | RBS Level 1 | RBS Level 2 | RBS Level 3 | Impact on Project Objectives | | | | |
|--------------|-------------|--------------------------|--------------------------|------------------------------|--------------|--------------------|---------------------------------------|---|
| | | | | Scale | Probability | Time | Cost | Quality |
| Project Risk | Technology | Requirement | Scope Uncertainty | Medium | 51% - 75% | 1 - 2 Months | Rp 2.000.000,- | Some significant impact |
| | | | Complexity | Low | 51% - 75% | 1 - 2 Months | Rp 1.400.000 | Impact significantly on functionality |
| | | Performance | Technology Maturity | High | 75% - 100% | More Than 2 Months | Rp 5.000.000 | Big impact significantly on functionality |
| | | | Technology Limit | High | 51% - 75% | 1 - 2 Months | Rp 2.000.000 | Impact significantly on functionality |
| | Management | Corporate | Physical Resources | High | 75% - 100% | More Than 2 Months | Rp 3.500.000 | Big impact significantly on functionality |
| | | | Financial | Medium | 75% - 100% | More Than 2 Months | Rp 6.000.000 | Big impact significantly on functionality |
| | | Customer and Stakeholder | Organizational Stability | Low | 1% - 25% | Less Than 2 Month | Rp 4.300.000 | Impact significantly on functionality |
| | | | Contractual | Medium | 51% - 75% | 1 - 2 Months | Rp 12.000.000 | Impact significantly on functionality |
| | | Requirements Definitions | High | 51% - 75% | 1 - 2 Months | Rp 4.500.000 | Impact significantly on functionality | |

Qualitative Risk Analysis

Workflow Procurement



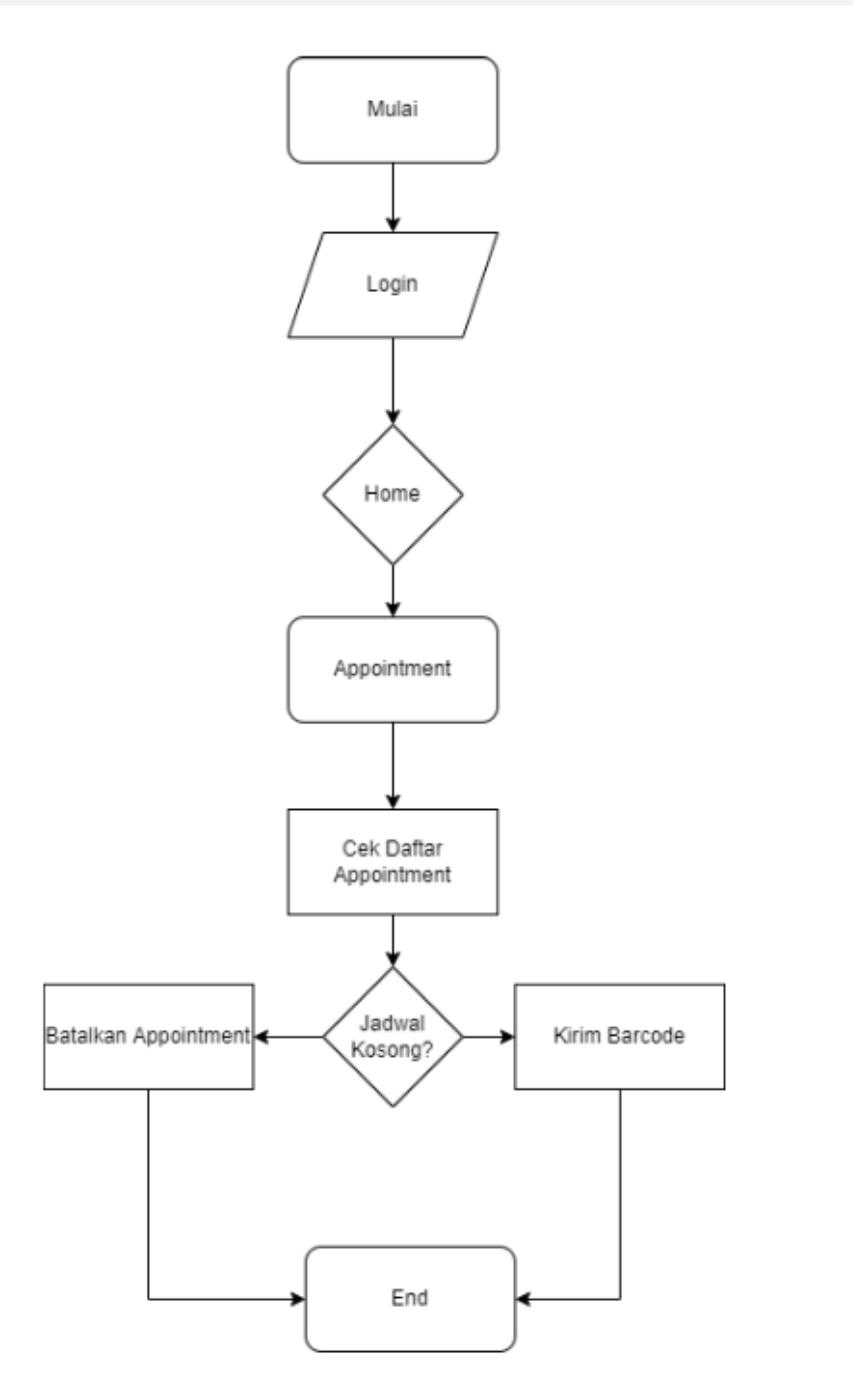
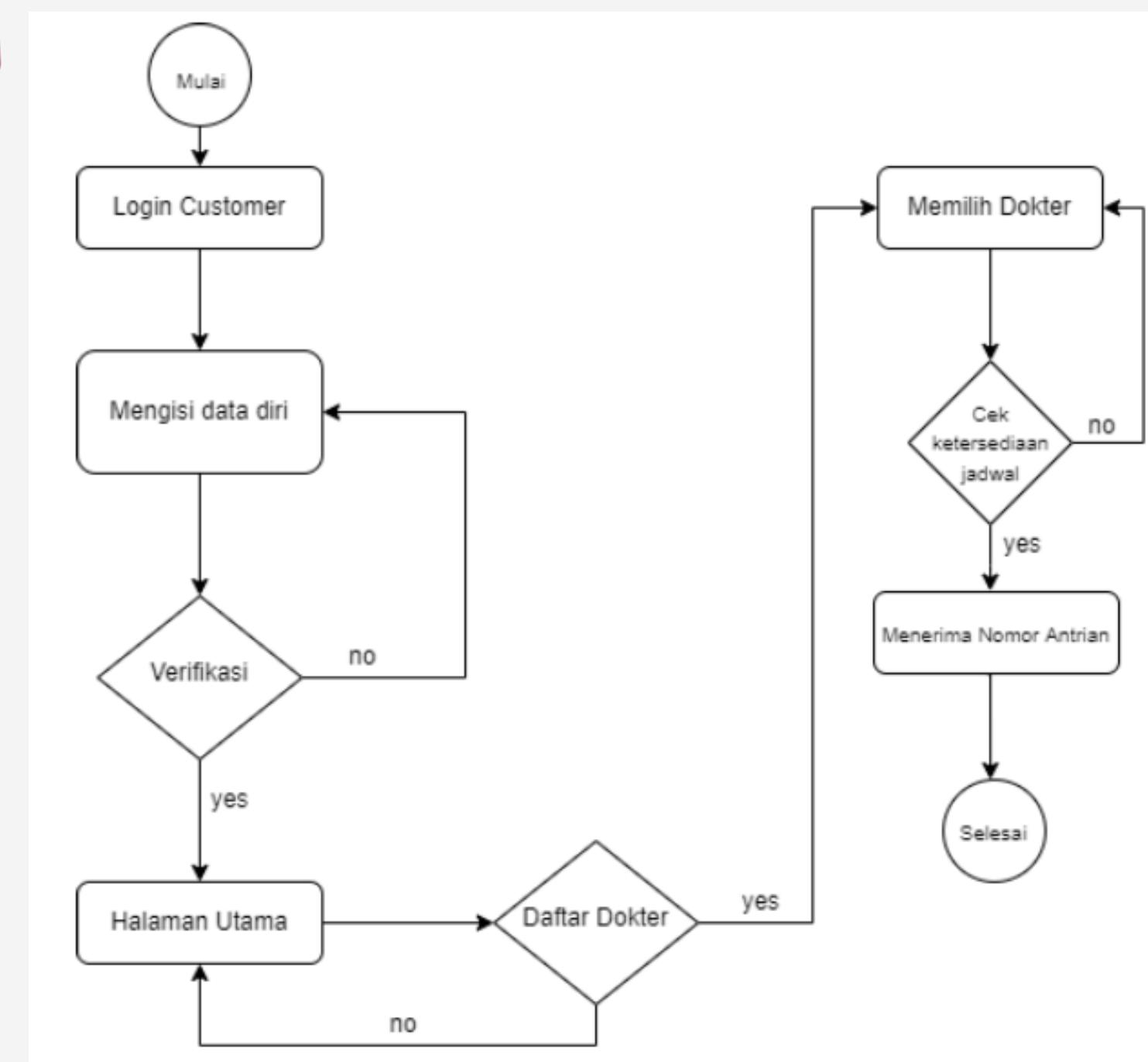
Procurement Management

Table

| Project Name: Aplikasi Check In RS Mitra Keluarga | | | | | |
|---|--|-----------------------------|--------------------------------|------------------------|-----------------|
| Project Manager: Vannes Lie | | | | | |
| Product, good, or service | Responsible person | Procurement method selected | Quantity or man hours required | Required delivery date | Delivery Status |
| Hardware | Vannes Lie | Quality and cost-based | 3 | 14 / 03 / 2022 | Received |
| Software | Irfan Fari, Alexander Toar & Thomas Januardy | Quality and cost-based | 4 | 14 / 03 / 2022 | Received |
| Internet Connection | Hendry Avandel | Quality and cost-based | 1 | 14 / 03 / 2022 | Received |
| Server | Irfan Fari & Jerrell Susilo | Quality and cost-based | 1 | 27 / 04 / 2022 | Ongoing |
| Release: App Store / Playstore | Irfan Fari & Hendry Avandel | Quality and cost-based | 2 | 10 / 05 / 2022 | Ongoing |

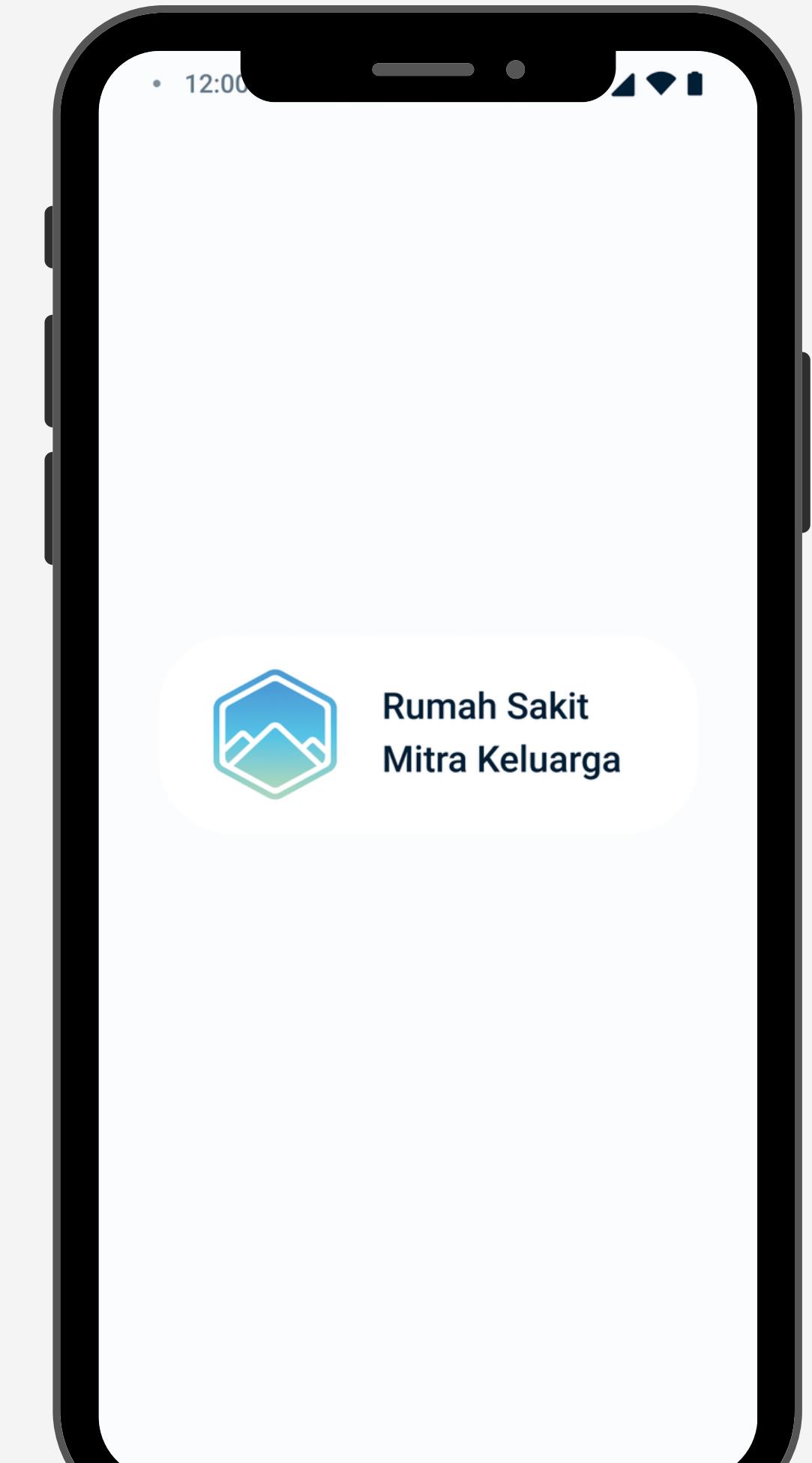


User & Admin Flowchart

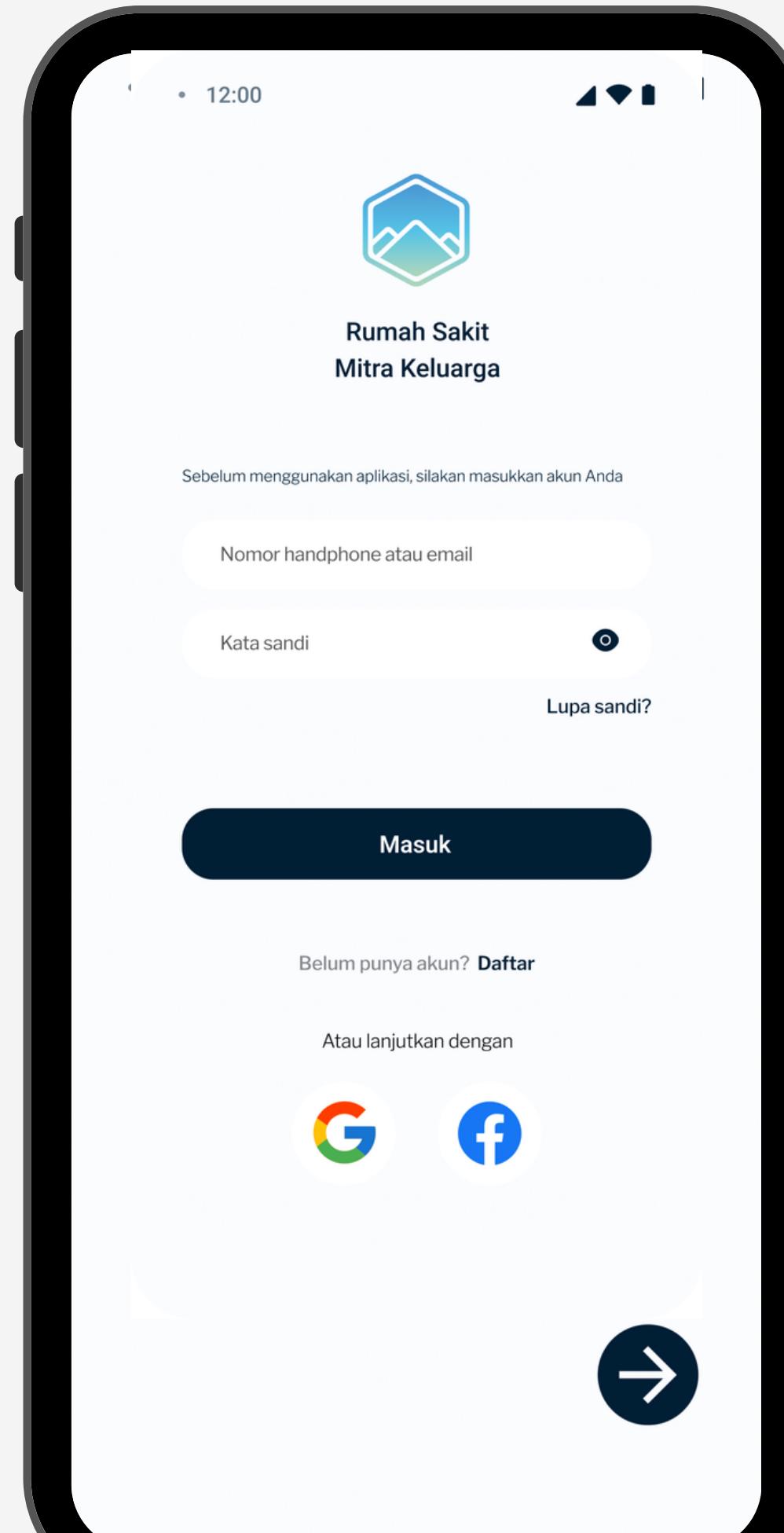
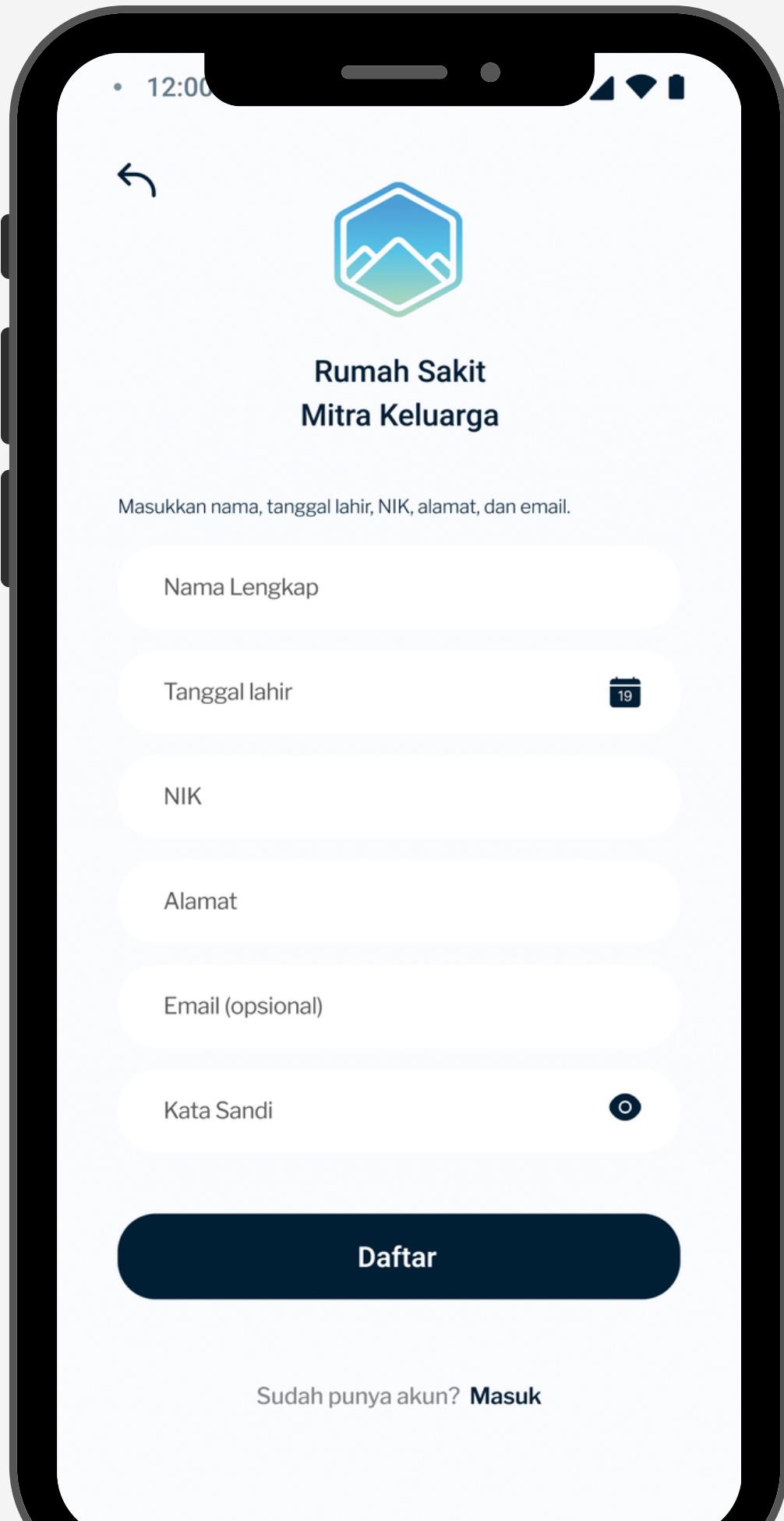


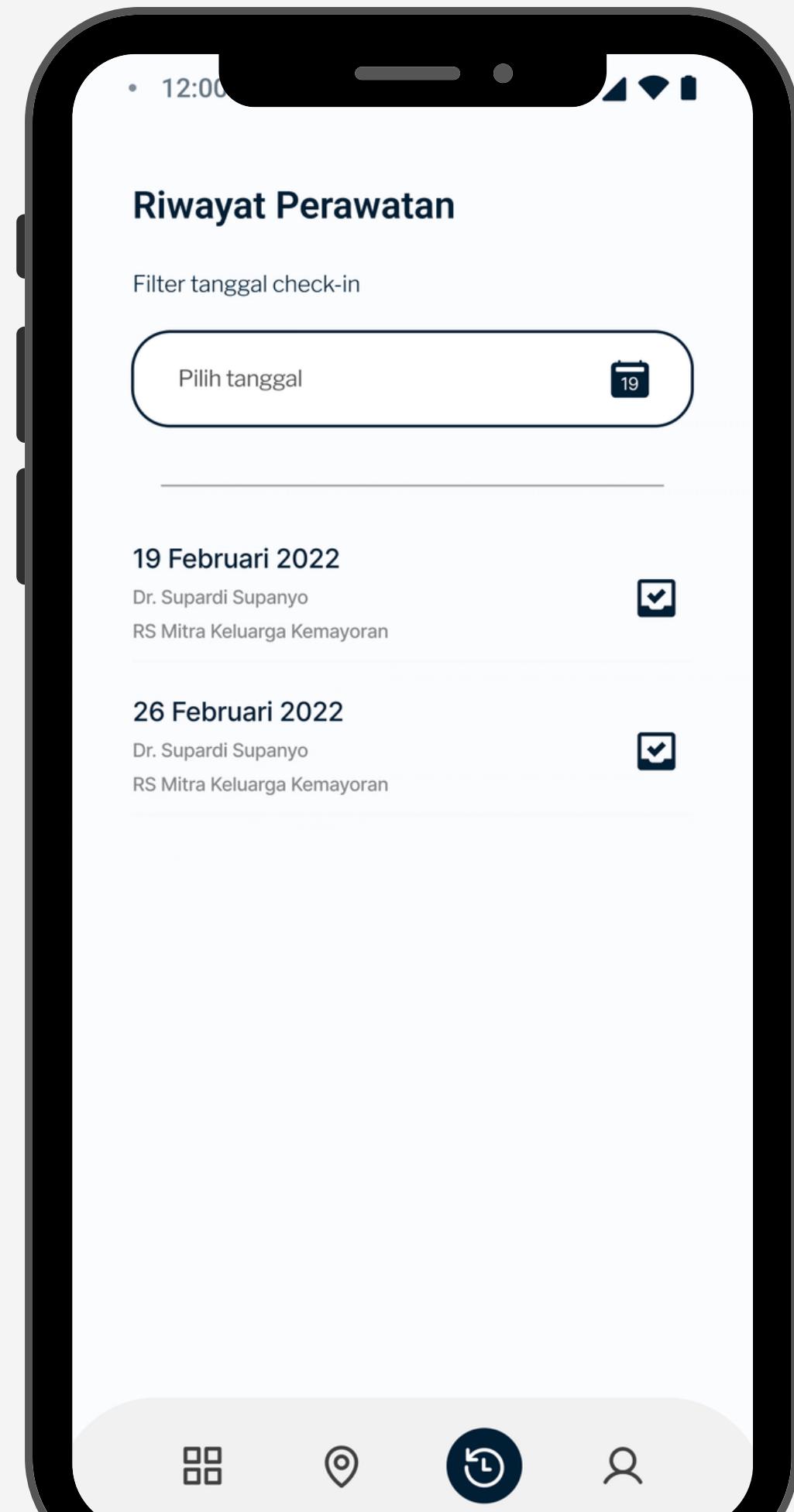
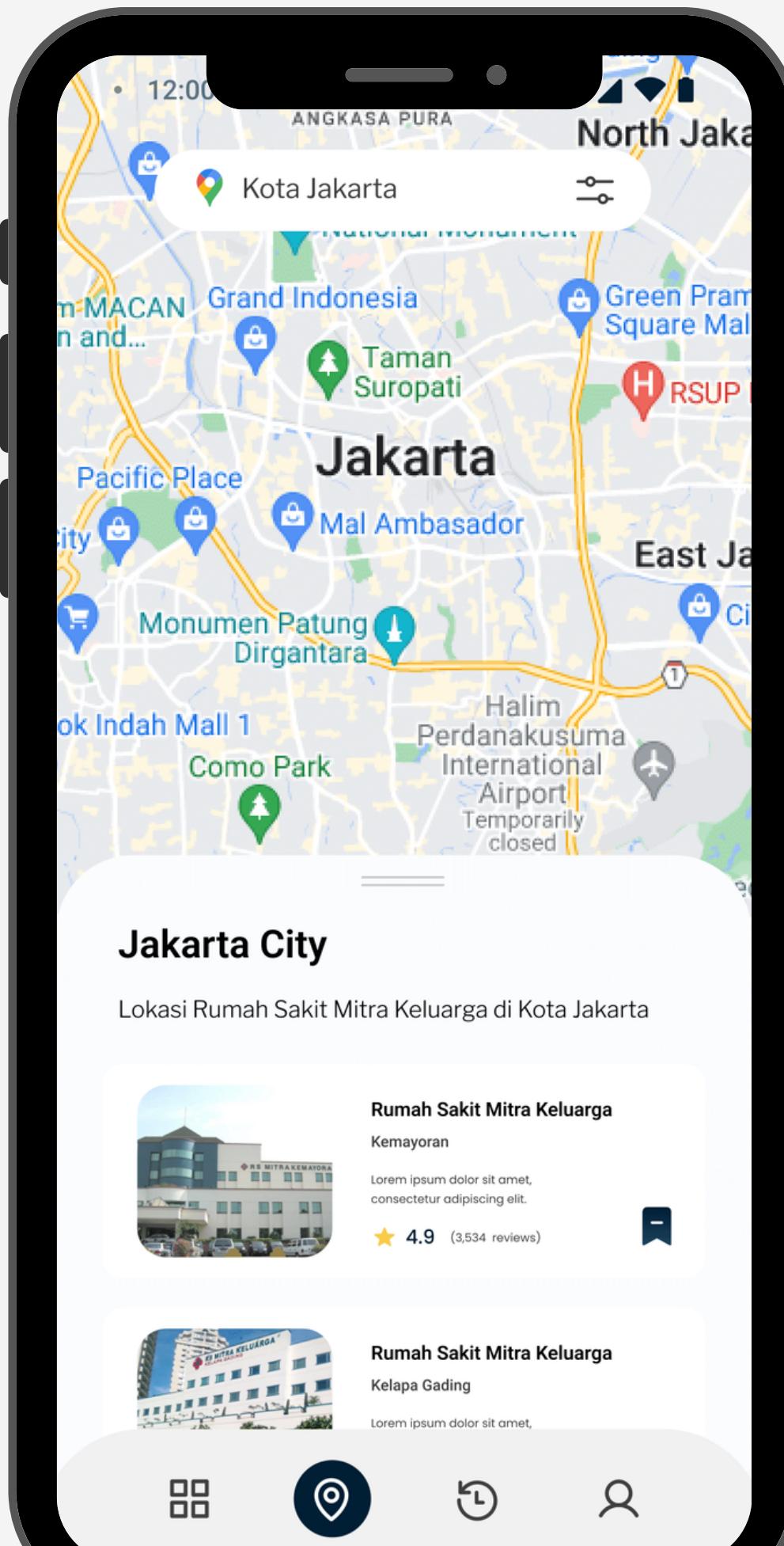
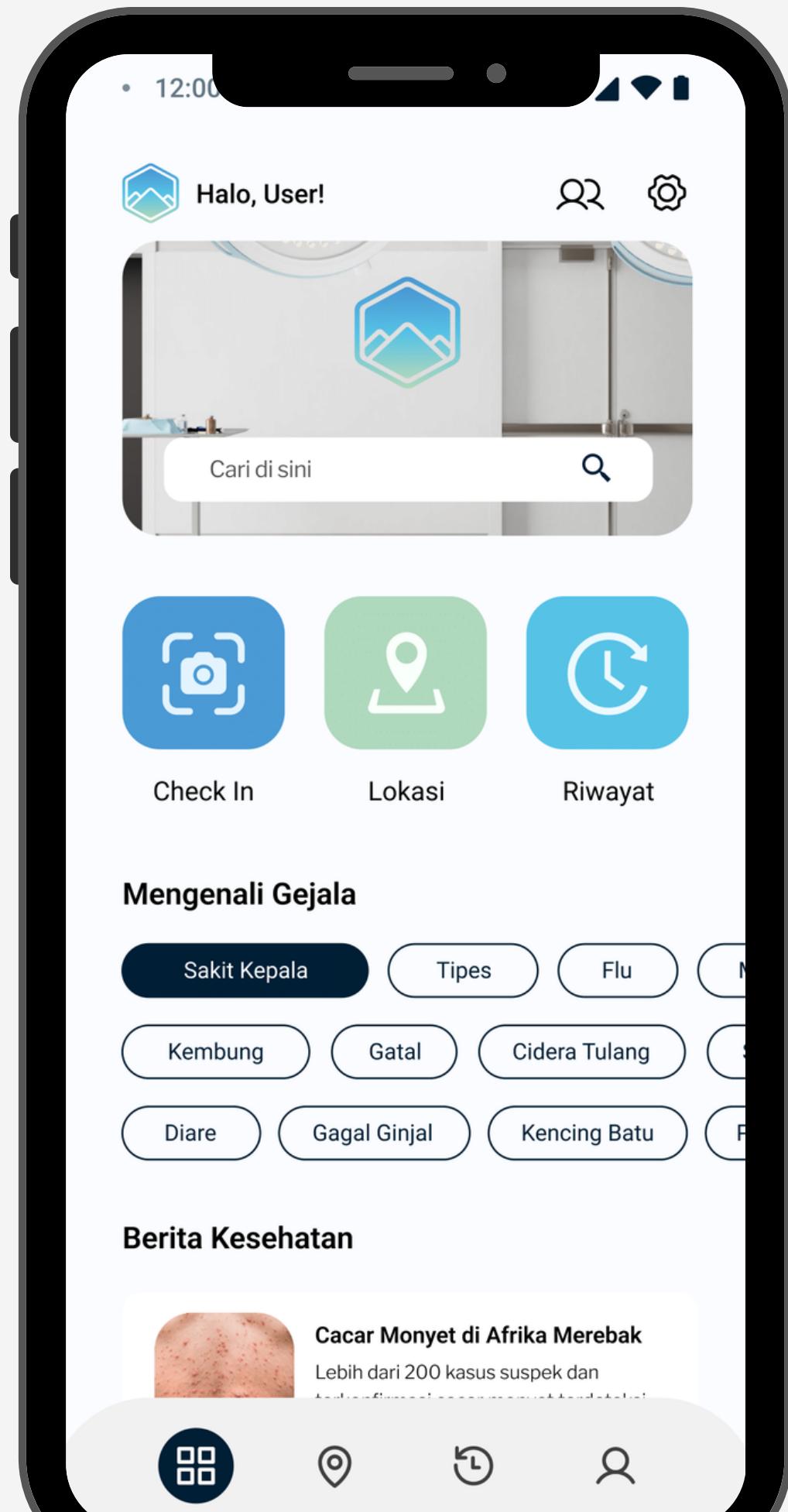
Daftar Lampiran

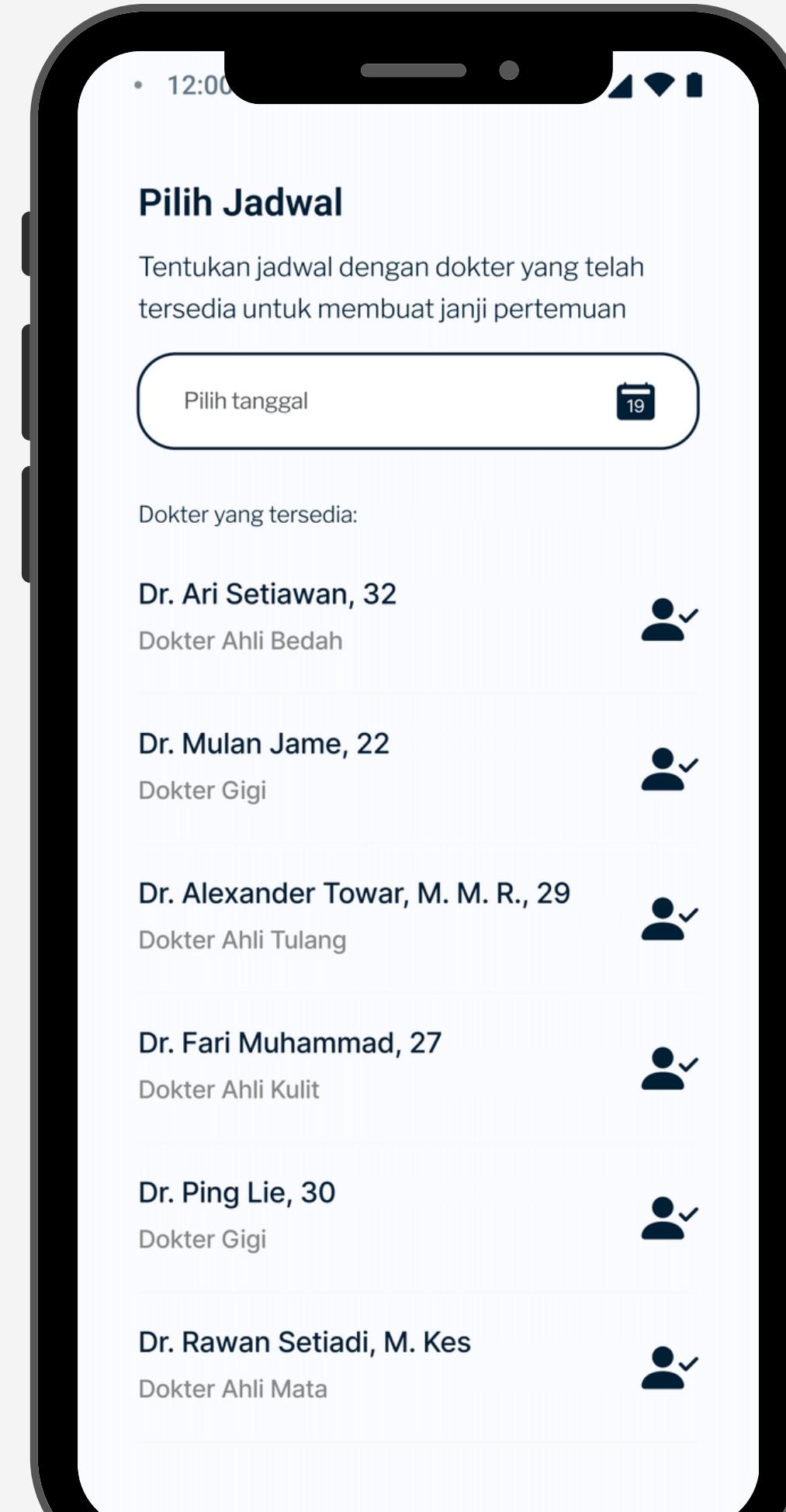
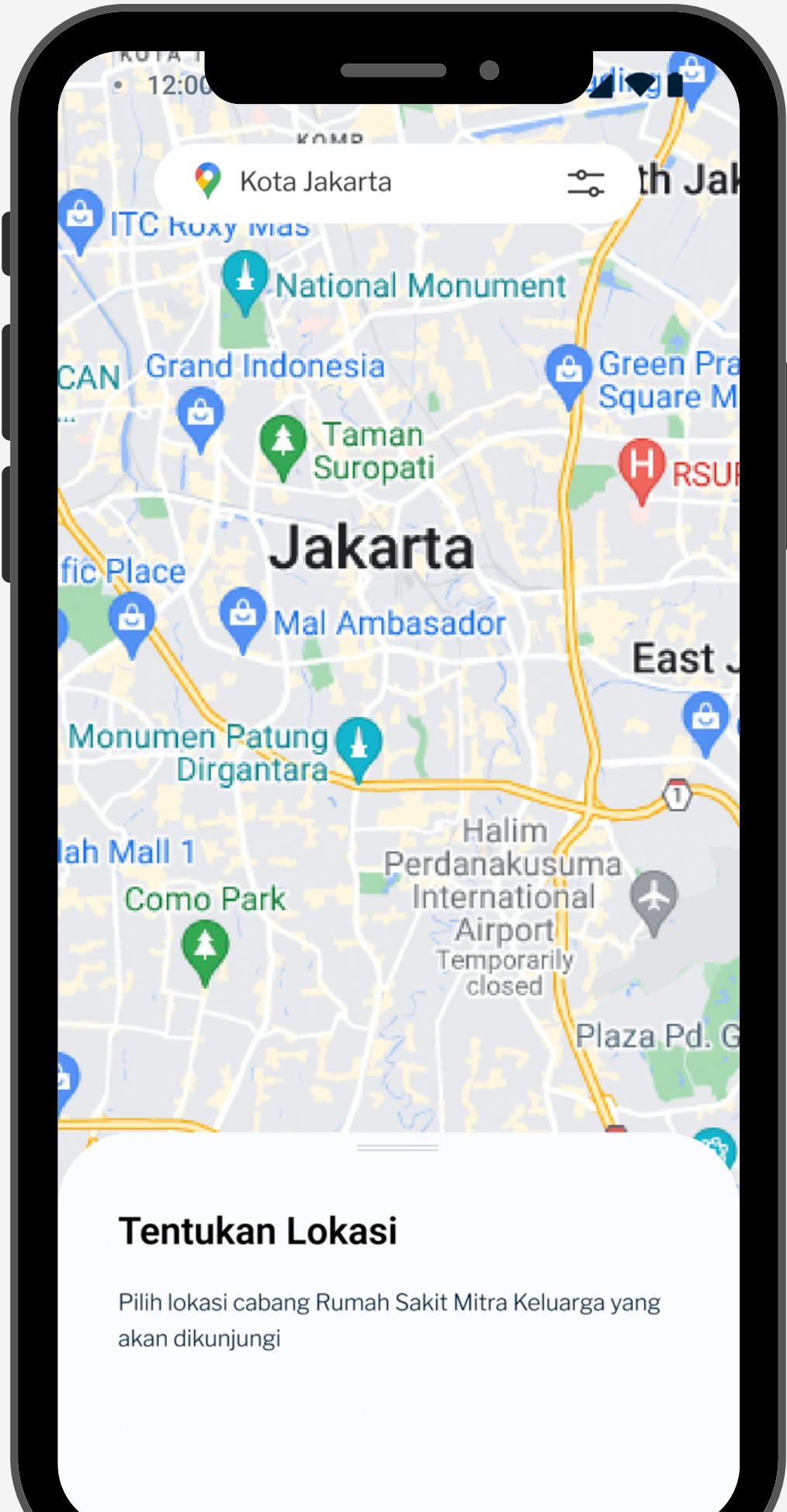
UI Aplikasi 'Check-in' Rumah Sakit Mitra Keluarga

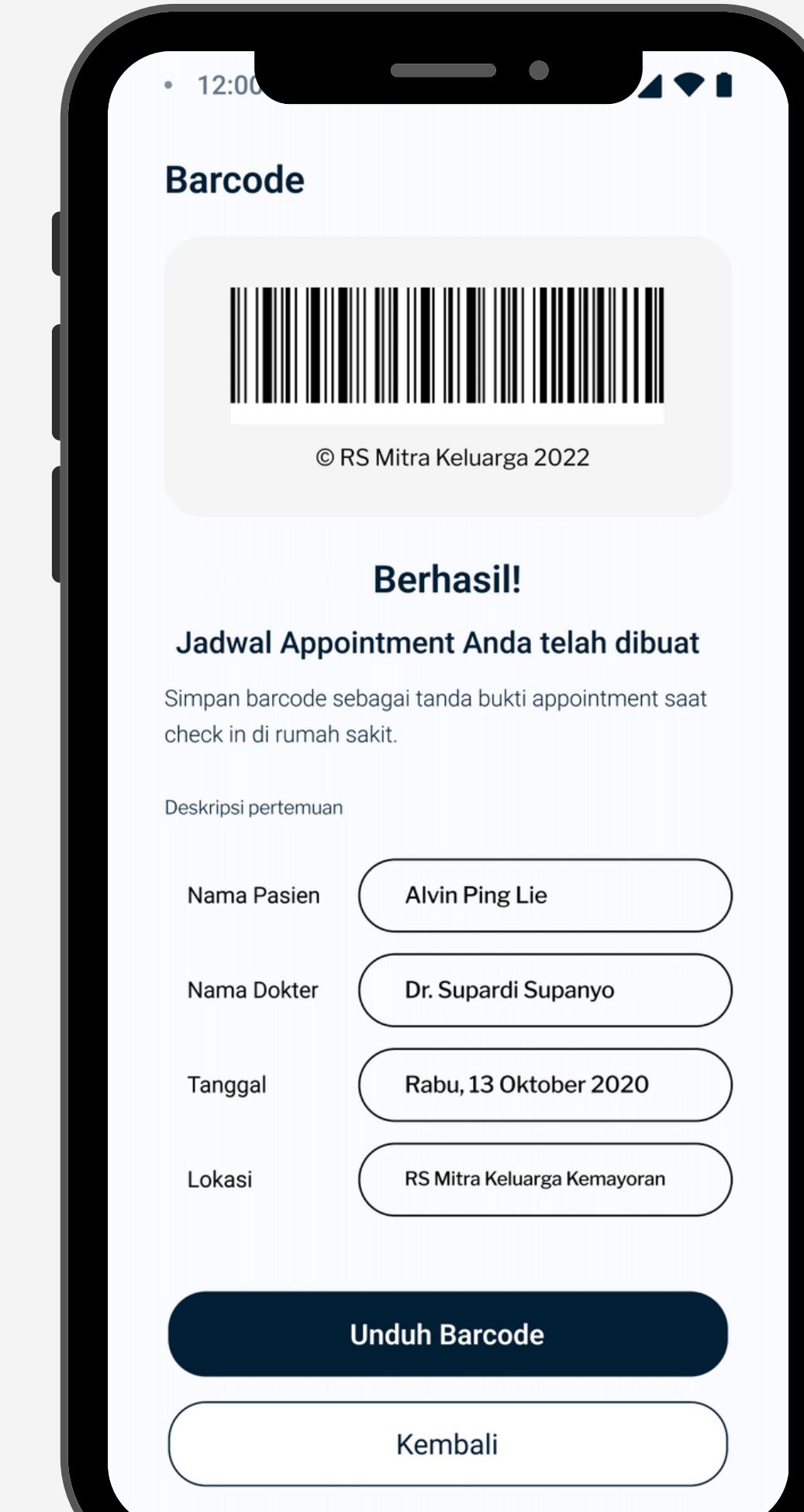












Thank You

