

ABSTRACT

Boardroom Table company is one of the leading companies in table manufacturing. They manufacture table which is used for company's meeting room or boardroom. In the 90's, internet shows up offering new business system, online system. Many businesses did research on it and eventually taking advantage of the new online system and for exception is the Boardroom Table. They realize that e-business is actually the most important things for increasing revenue. Boardroom Table company needs to measure what are they lack of, and the solutions for implementing new system. Core intentions of applying e-business on Boardroom Table system are to eliminate the late orders from the sales person, and implementing online purchase for the customers. With this online system, hopefully revenue increase will be at hand of the BT Company.

Keyword: Boardroom Table, E-Business, Savvion Process Modeler, As-Is System, To-Be System

ABSTRAKSI

Boardroom Table adalah salah satu perusahaan terkemuka dalam bidang *table manufacturing* (manufaktur meja). Perusahaan ini memproduksi meja yang biasa digunakan dalam *meeting room*. Pada awal tahun 90-an, dunia *internet* menawarkan sistem baru dalam bisnis yaitu *e-business*. Perusahaan-perusahaan melakukan riset dan mengambil keuntungan dari sistem baru ini kecuali Boardroom Table. Boardroom Table perlu meninjau kembali kekurangan dari sistem yang sudah ada pada saat ini agar dapat mengimplementasikan sistem yang baru. Tujuan utama dari pengimplementasian *e-business* untuk Boardroom Table adalah mengeliminasi *order* yang tidak efisien dari *sales person* dan mengimplementasikan sistem pembelian secara *online* untuk *customer*. Melalui *online system*, Boardroom Table mengharapkan peningkatan baik dari segi performa maupun pendapatan perusahaan.

Keyword: Boardroom Table, E-Business, Savvion Process Modeler, As-Is System, To-Be System

TABLE OF CONTENT

LEMBAR PENGESAHAN	ii
PERNYATAAN PUBLIKASI LAPORAN PENELITIAN	iii
PERNYATAAN ORISINALITAS LAPORAN PENELITIAN	iv
PREFACE	v
ABSTRACT	vii
ABSTRAKSI	viii
TABLE OF CONTENT	ix
TABLE OF PICTURES.....	xi
CHAPTER I INTRODUCTION	1
I.1. Problem Background	1
I.2. Problems Identification	2
I.3. Goals	2
I.4. Problem Boundaries	3
CHAPTER II BASIC THEORY	4
II.1. E-Business	4
II.2. Savvion.....	5
II.2.1 Company Background	5
II.2.2 Purposes	6
II.3. Savvion Process Modeler	7
II.3.1 Basics for Developing Process Templates	9
II.3.2 Exploring the Sample Processes.....	10
II.3.3 Key Principles and Definitions	11
II.3.4 Using the Process Modeler Tasks Pane.....	13
II.3.5 Shapes in the Tasks Pane.....	15
CHAPTER III DESIGN ANALYSIS.....	17
III.1. Solution.....	17
III.2. Website requirements.....	17

III.3. As-Is System.....	18
III.4. To-Be System.....	21
III.5. Online Customer.....	25
III.6. Regular Customer.....	27
CHAPTER IV CONCLUSION.....	29
IV.1. Conclusion.....	29
IV.2. Advice.....	30
APPENDIX: PERSONAL INFORMATION	xxxi
LIST OF REFERENCE	xxxii

TABLE OF PICTURES

Figure III.1 As-Is Diagram Part 1.....	19
Figure III.2 As-Is Diagram Part 2.....	20
Figure III.3 To-Be Diagram Part 1	22
Figure III.4 To-Be Diagram Part 2	23
Figure III.5 To-Be Diagram Part 3	24