

# Analisis Kesenjangan Terhadap Implementasi Requirements Perangkat Lunak Pada Scrum = Gap Analysis of Software Requirements Implementation in Scrum

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## Abstrak

Pengembangan perangkat lunak berdasarkan nilai dan prinsip Agile dinyatakan kedalam Manifesto Agile pada tahun 2001, hingga saat ini pada tahun 2021, telah terdapat lebih dari 90 kerangka kerja, metode, atau praktik—baik diketahui maupun tidak, atau kurang diketahui—dalam melakukan pengembangan perangkat lunak secara Agile. Scrum adalah yang terpopuler hingga mendominasi dan menjadi yang paling banyak digunakan. Hanya saja, studi mengenai rintangan, halangan atau celah pada Scrum tergolong sedikit dan terpisah hanya berdasarkan suatu aktivitas tertentu, tidak mencakup keseluruhan aktivitas pengembangan pada Scrum. Studi ini dimaksudkan untuk melakukan penelitian dalam mengidentifikasi rintangan, halangan, atau celah, yang selanjutnya disatukan sebagai kesenjangan. Penelitian mengidentifikasi kesenjangan pada setiap aktivitas beserta aturan pengembangan berdasarkan Pedoman Scrum. Identifikasi dilakukan berdasarkan tinjauan literatur sistematis dengan menerapkan Systematic Reviews of Qualitative Evidence, dan identifikasi berdasarkan teori dengan studi kasus dengan menerapkan Gap Finder v1.0 berlandaskan Theory of Distance. Hasil berdasarkan tinjauan literatur sistematis, terdapat kesenjangan terhadap aktivitas pengembangan pada Product Backlog, Sprint Backlog, Developers, Product Owner, Sprint Retrospective dan Increment. Adapun hasil berdasarkan teori dengan studi kasus, terdapat kesenjangan pada Cognitive Distance, Adherence Distance, dan Semantic Distance. Dilakukan usaha dalam menjembatani kesenjangan dengan menerapkan Essence v1.2 berlandaskan The Essence Theory, serta evaluasi umum dengan menerapkan ISO/IEC/IEEE 12207.

.....Software development based on Agile values and principles as stated in the Agile Manifesto in 2001, to date in 2021, there have been more than 90 frameworks, methods, or practices—whether known or unknown or less well known—in performing Agile software development. Scrum is the most popular until it dominates and becomes the most used. However, related research on distance, hindrance, or emptiness in Scrum, classified as few and separated only based on a particular activity, does not cover all development activities in Scrum. This study is intended to research identifying distance, hindrance, or emptiness, which are then interpreted as gaps. Research identifies gaps in each development activity and rules based on the Scrum Guide. The research was conducted by identifying gaps with a systematic literature review by applying Systematic Reviews of Qualitative Evidence and based on Theory of Distance with case studies by applying Gap Finder v1.0. The results based on a systematic literature review, there are gaps in development activities in the Product Backlog, Sprint Backlog, Developers, Product Owners, Sprint Retrospective and Increment, and the results based on a theory with case studies, there are gaps in Cognitive Distance, Adherence Distance, and Semantic Distance. The results of the gap identification are then bridged by applying Essence v1.2 based on The Essence Theory, then evaluation with ISO/IEC/IEEE 12207.