



Innovation Technology

Development Portfolio

Present by  studiosoft

ABOUT US

Who We Are

We departed from our vision as "Becoming a service provider IT & Multimedia well known in Indonesia". While our mission of "Bringing innovation into a complete communications solution and affordable for various purposes, whether personal or business needs".

We always follow the latest technological developments. Through captivating designs, we show the technology we develop through digital media, such as Desktop PC, Laptop, Tablet and Smartphone. So the end user get a clear message.

Our communication service is one on one, we engage the needs of your market now & think about future, so that our work has always been updates and trend in wider community. We always bring "innovation" in all our work. Because we have tagline "When an Innovation Be A Solutions".

We are StudioSoft.

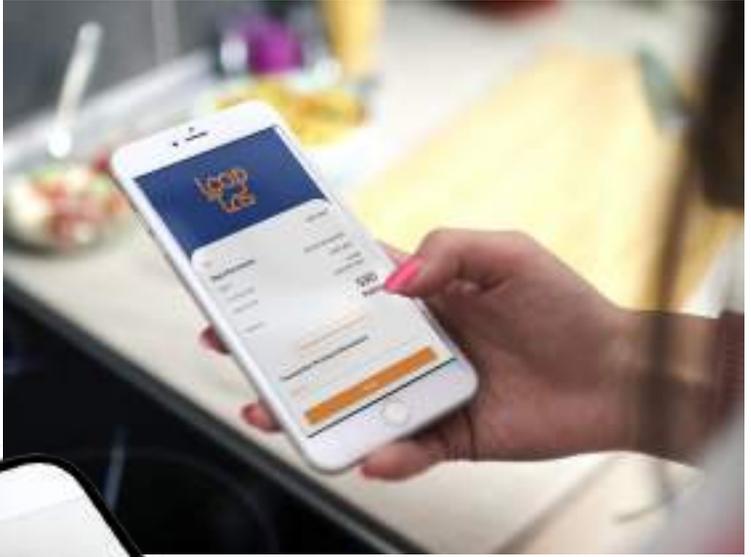
www.studiosoft.id





International Client

Development Portfolio



NFC Technology

1. LoopTas : www.looptas.nl 
Netherlands



2. Backyard Production : www.backyardproductions.sg
Singapore



3. X-Inc Group : <https://x-incgroup.com/>
Singapore





4. Optimal Consulting: <https://optimalconsulting.com.sg>
Singapore



5. Donate Food Bank : <https://donate.foodbank.sg>
Singapore





6. Academy Montessori School: <https://academyofmontessori.com.au>
Australia



7. My Groceries World : <https://mygroceriesworld.com>
United States





8. My Home Care World : <https://myhomecareworld.com>
United States



9. My Personal Care : <https://mypersonalcareworld.com>
United States





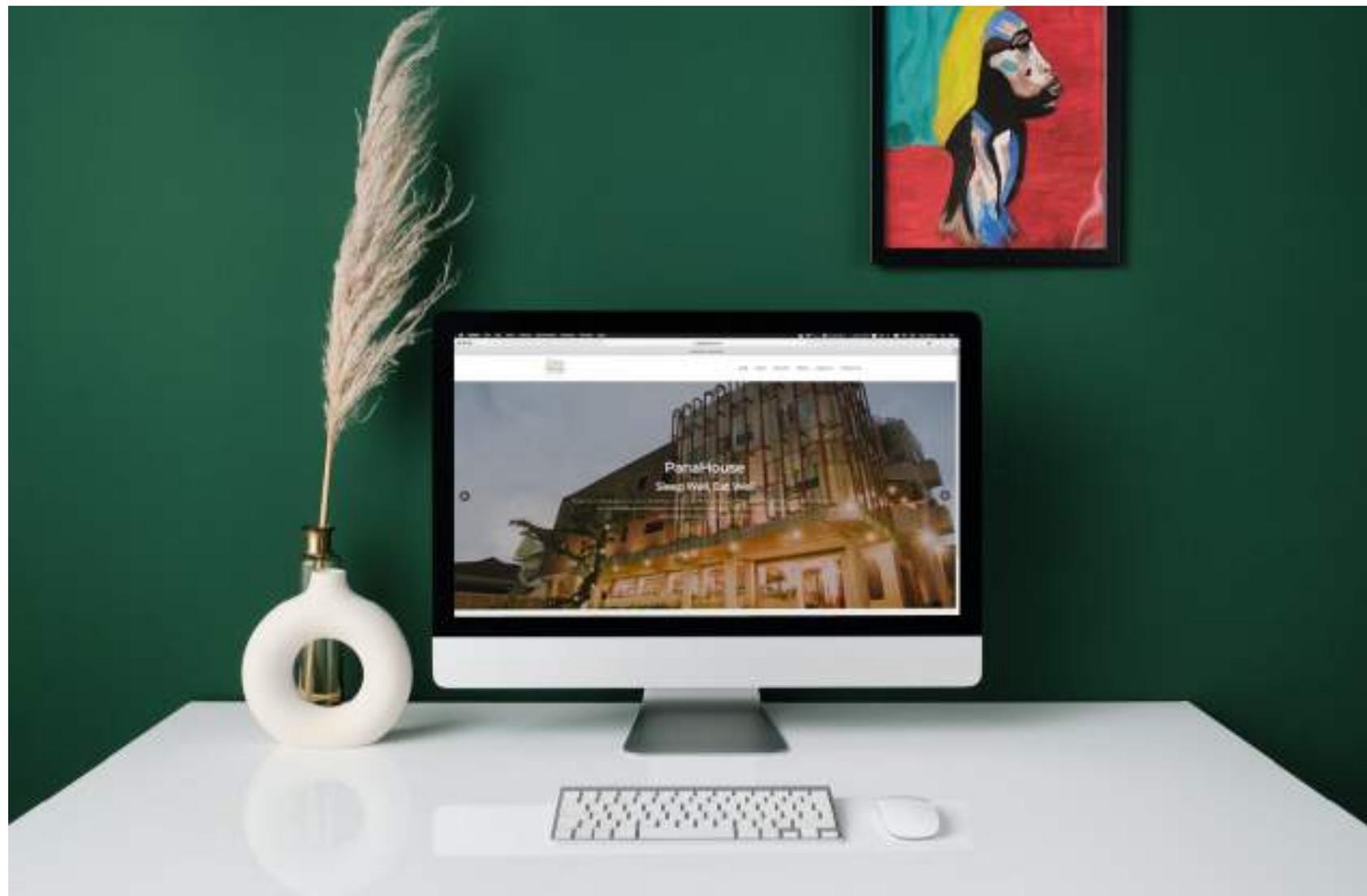
INDONESIA

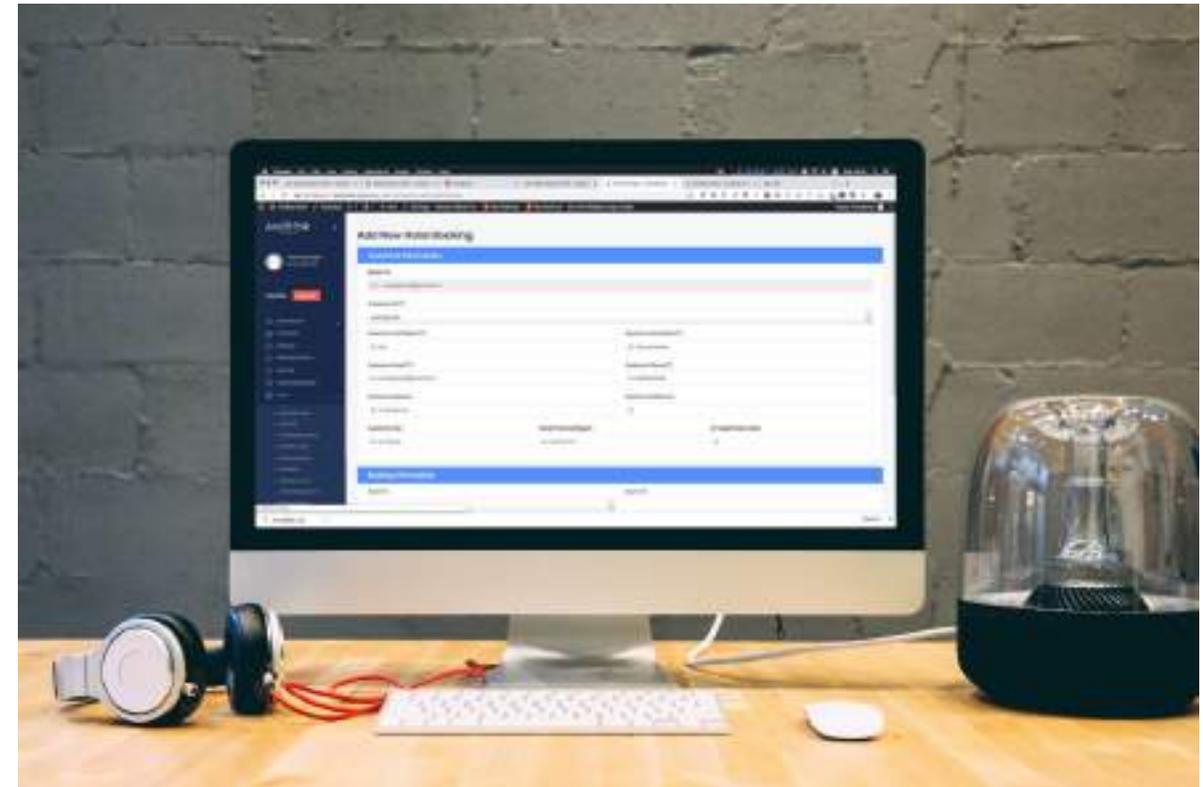
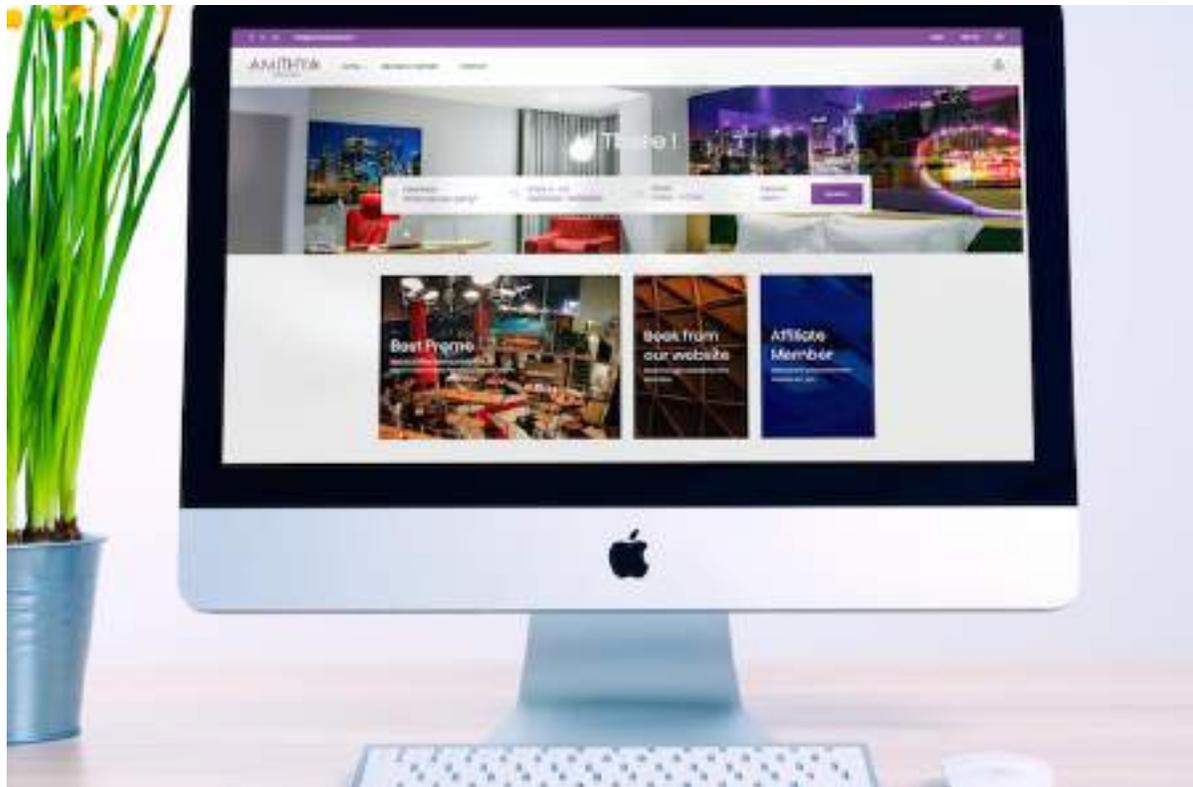


Domestic Client

Development Portfolio

01. Panahouse Hotel 
www.panahouse.co.id





02. Amithya Hotels - www.amithyahotels.com




03. Fortuner Club - www.forci.id 



04. PT. Shinwa - www.ptshinwa.com 



05. Aspirasi Virtual - www.aspirasivirtual.com 



06. 247 Event Organizer - www.247.co.id 



07. Warung RTRW - www.warungtrrw.co.id 



08. RXSmart Global - www.rxsmartglobal.com 

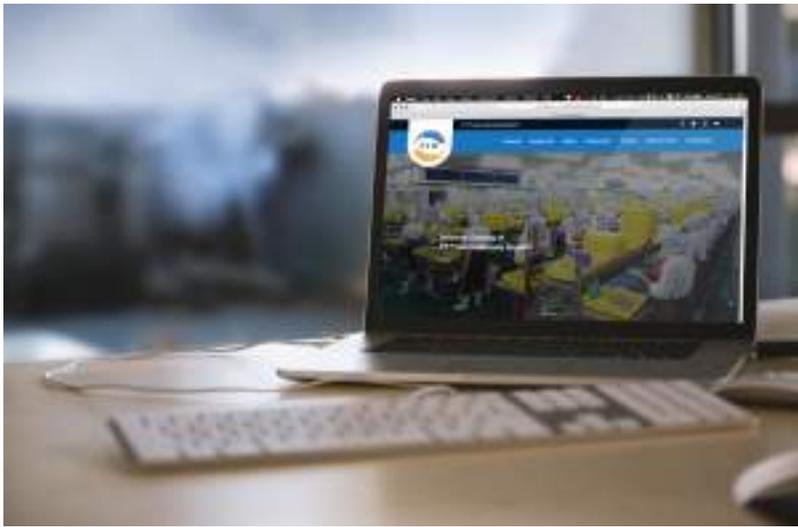


09. Tito Supriyanto Lawyer - www.tslaw.id 

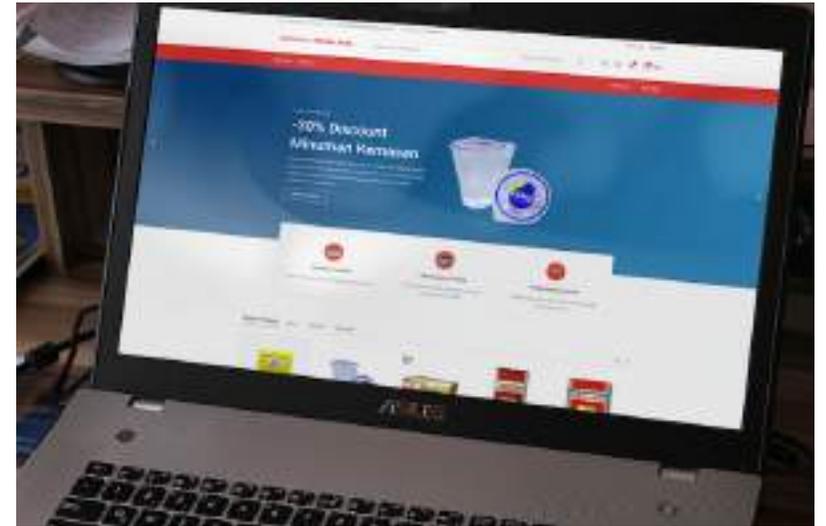




10. Witty 88 Shop 
www.witty88.com



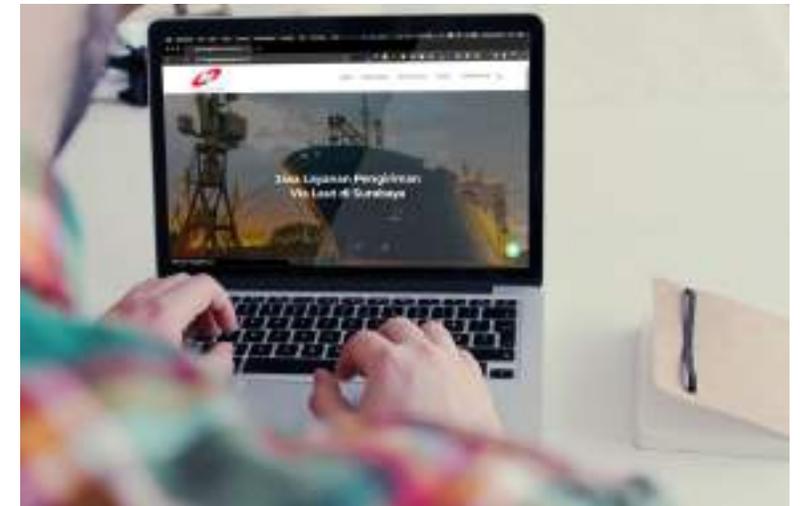
11. PT. Tuna Mandiri Indonesia 
www.tunaindonesiamandiri.com



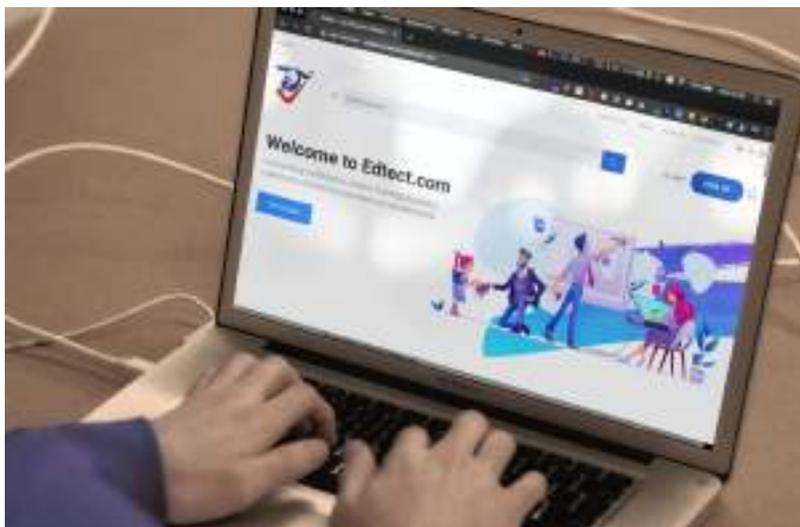
12. Tanoshi Shop - www.tanoshimuliajaya.com 



13. ReddArch - www.reddarch.com 



14. Langgeng Jaya Express - 
www.langgengjayaekspres.com



15. Education Technology LMS - www.edtech.com 



16. Airlangga University - www.pasca.unair.ac.id 



17. Jasa Marga - www.tolsumo.com 

MOBILE APP

Development Portfolio

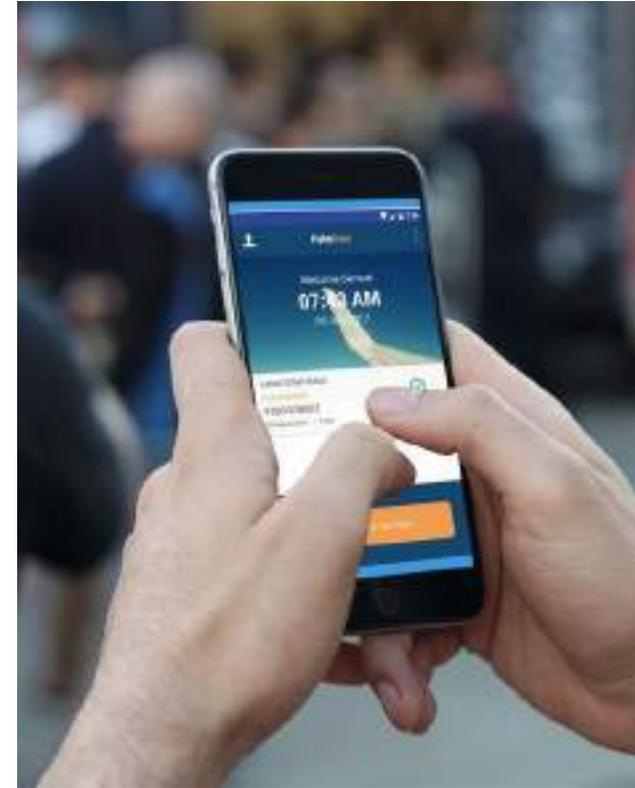




01. Indonesia Resto Guide



02. Titipanku

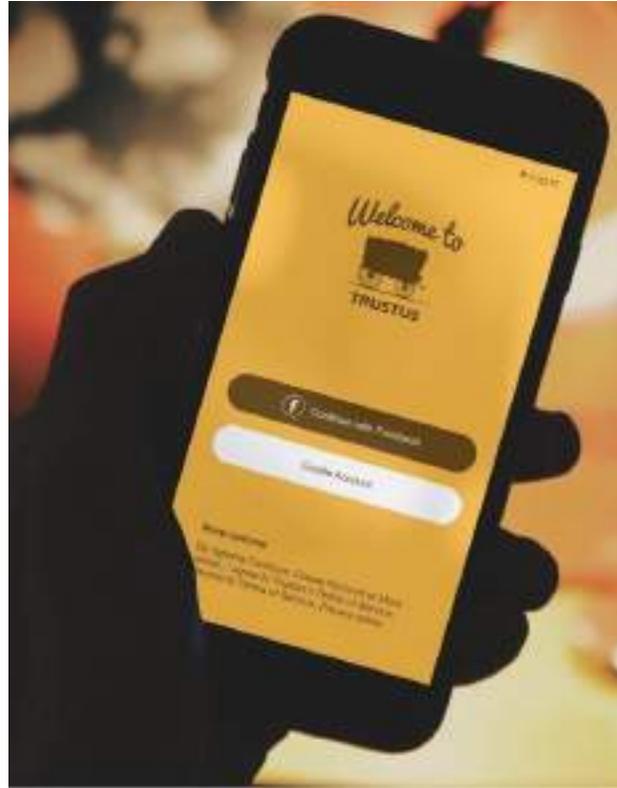


03. PakeDasi

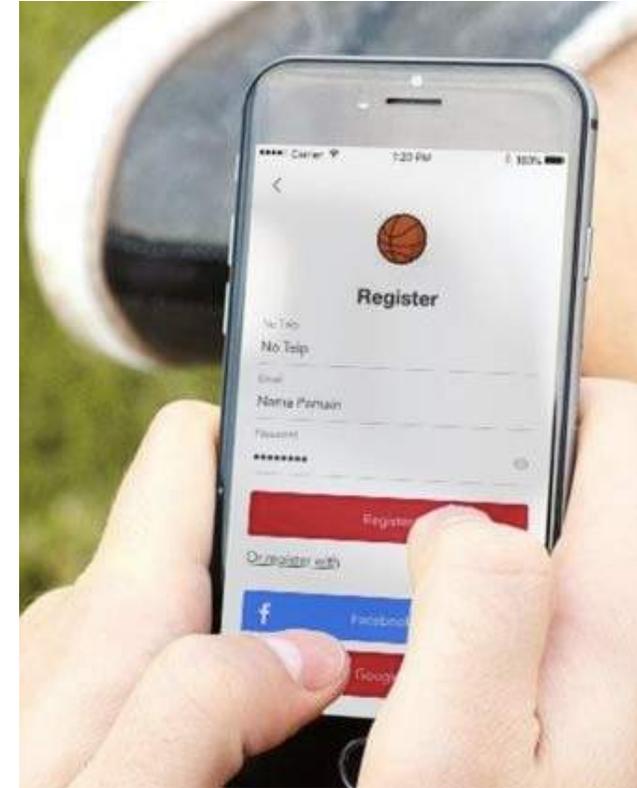




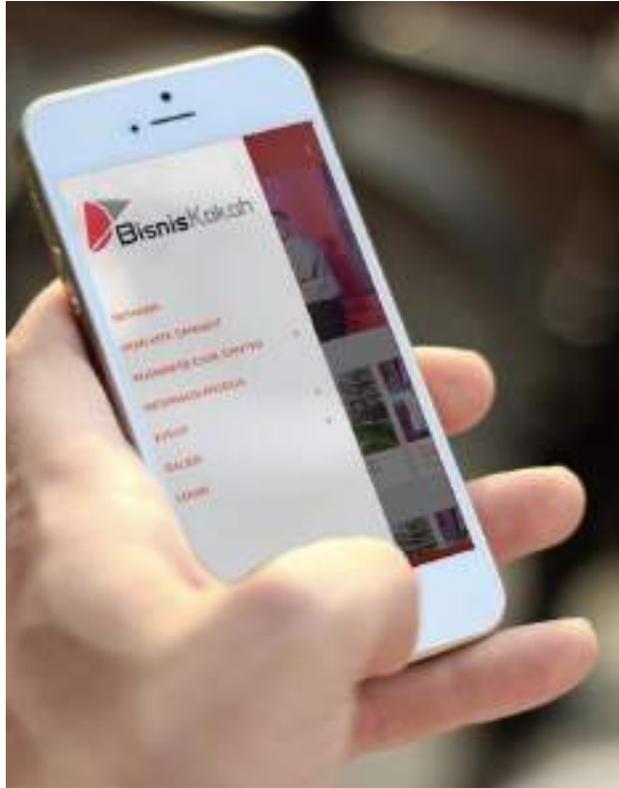
04. POS Logistic
POS Indonesia

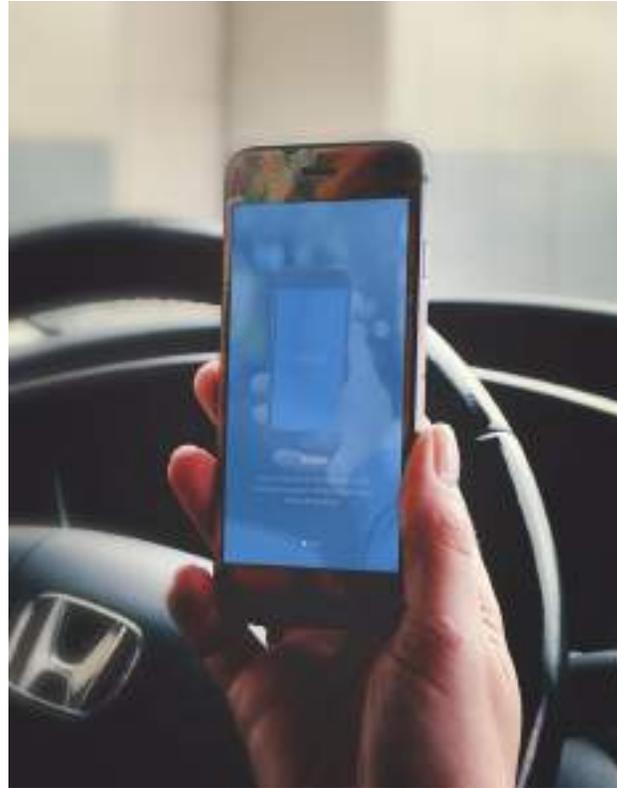
05. Trust US

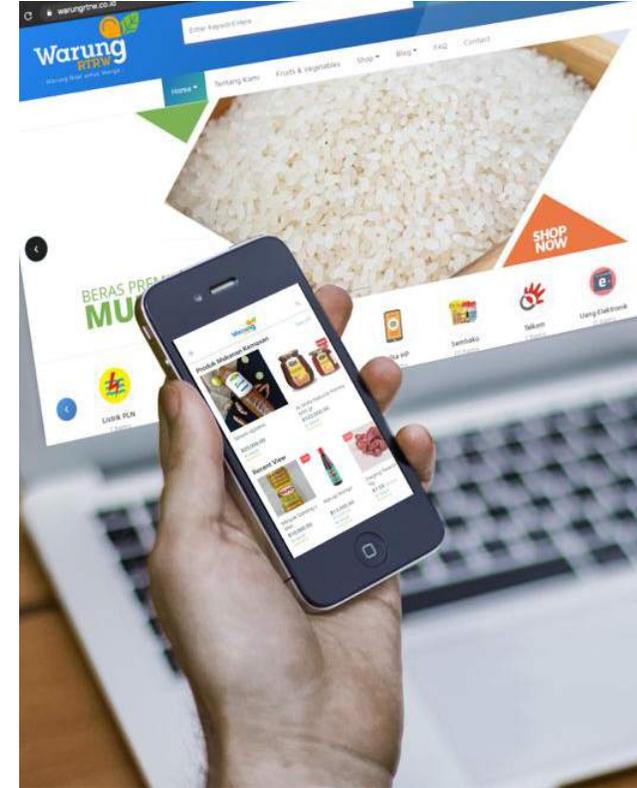
06. BasketBall Mania

07. Bisnis Kokoh
Semen Gresik



08. E-Wadul
Pemkot Surabaya

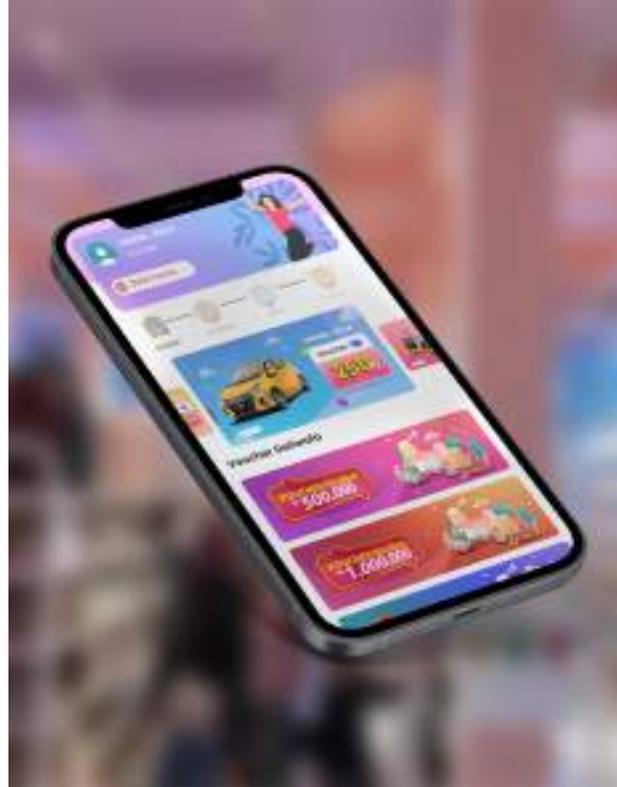


10. Warung RTRW

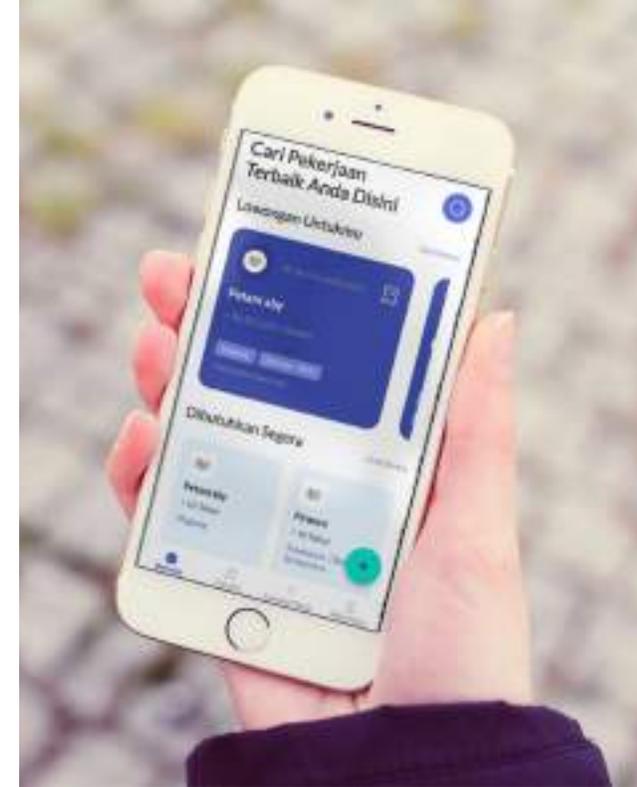




11. Top Invoice
Delva Digital



12. Deliwafa
Delva Digital

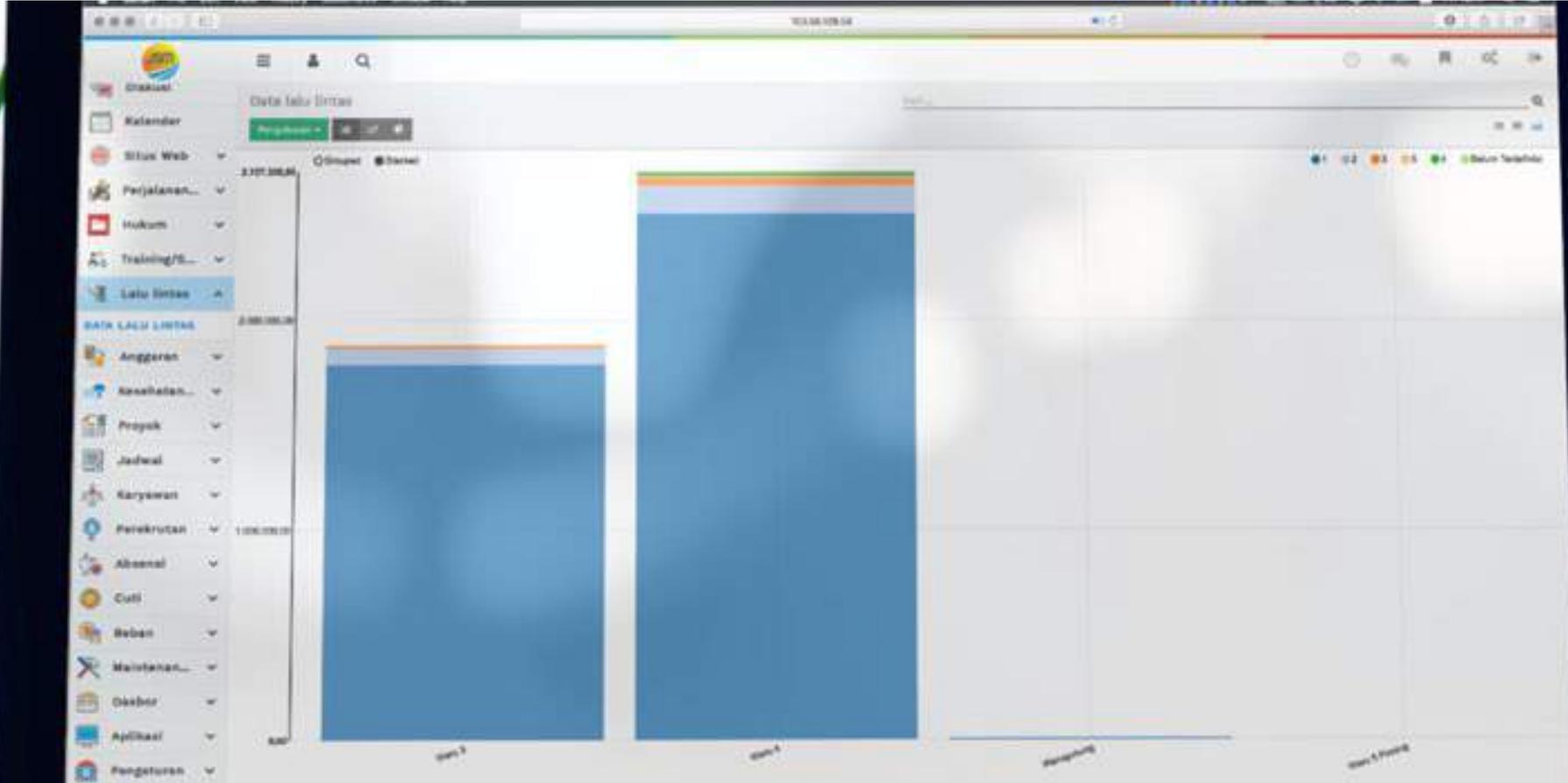


13. SatuKerja



ENTERPRISE RESOURCE PLANNING

Development Portfolio



1. PT.. Jasamarga Surabaya Mojokerto

2. PT. Polowijo Gosari

3. Perumdam Tirta Darma Ayu Indramayu

4. PT. Multisari Indoprima

5. PT. Modular Kuliner Indonesia

6. PT. Astanusa Inovasi Teknologi

7. PT. Persada Nusantara Logistik

8. PT. Sinar Harapan Gemilang

9. PT. Cahaya Poles Mulia

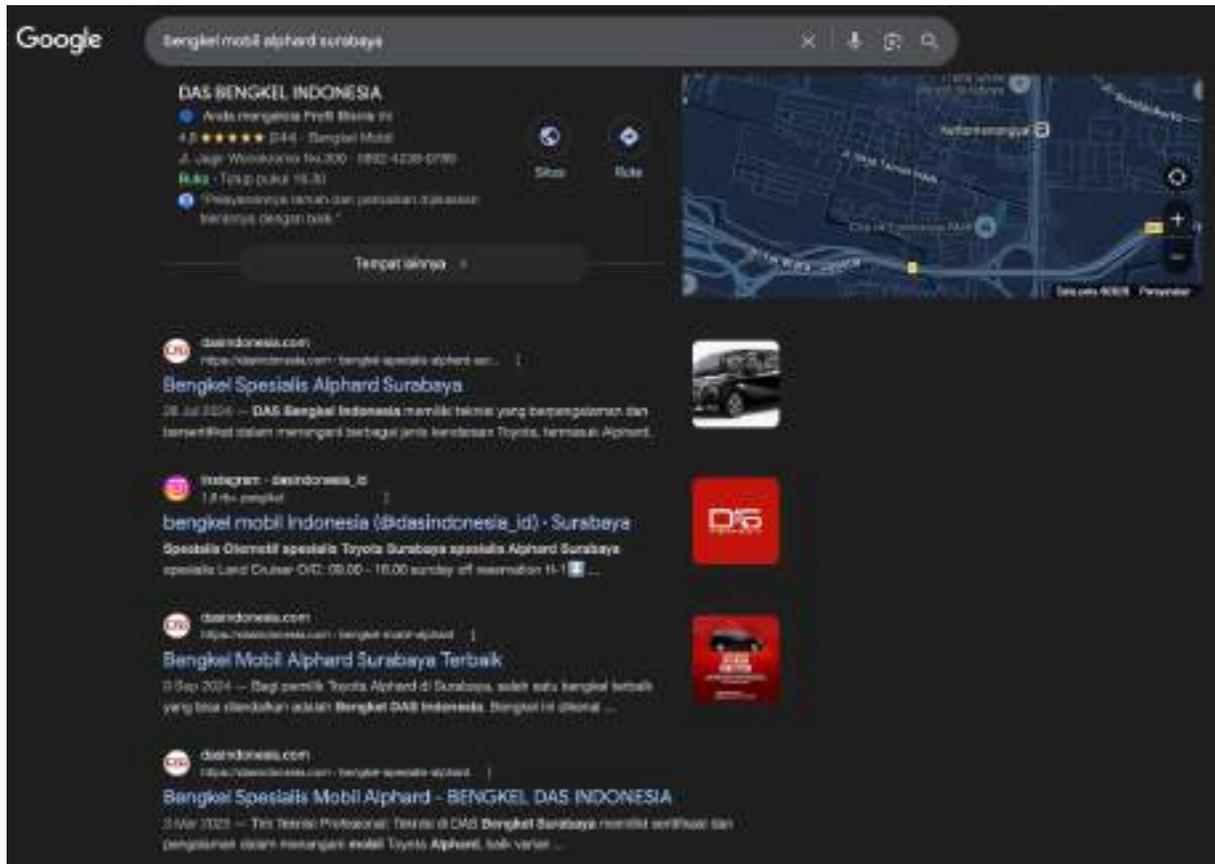
10. PT. Paint Profesional Indonesia

11. PT. Bara Jaya Utama

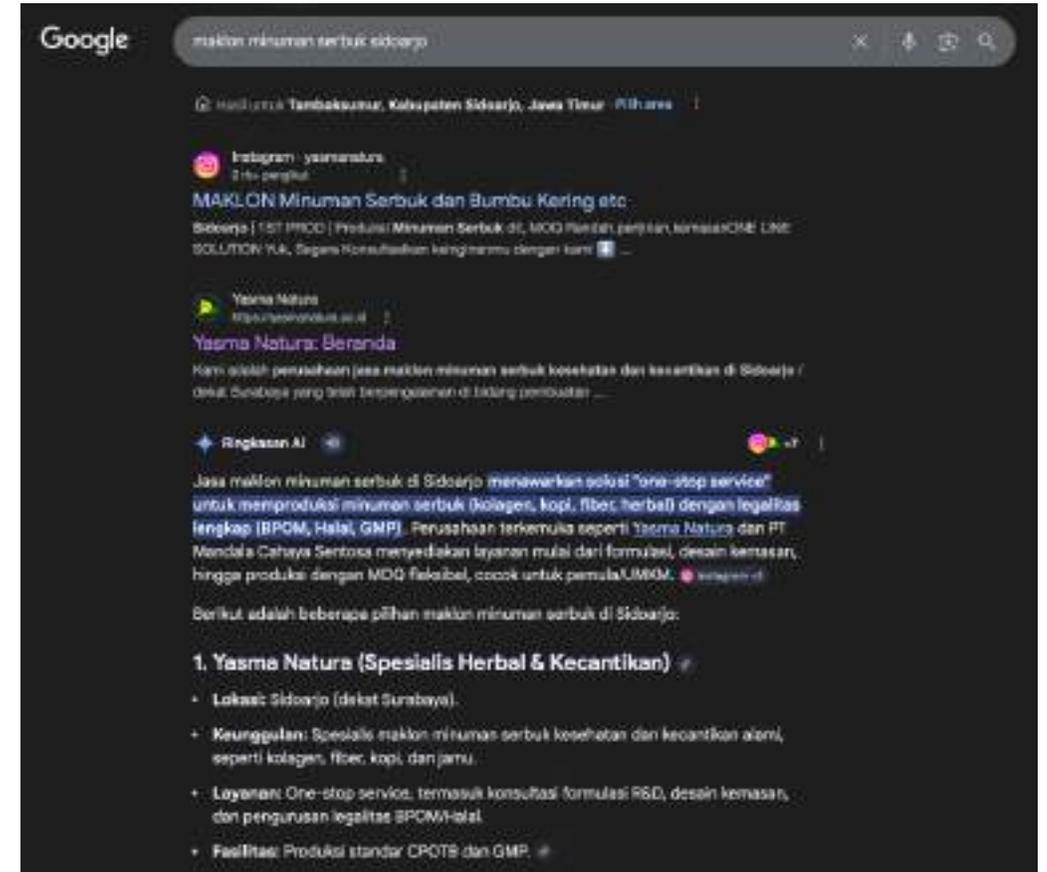
12. Kementrian Pekerjaan Umum


Search Engine Optimization

Development Portfolio



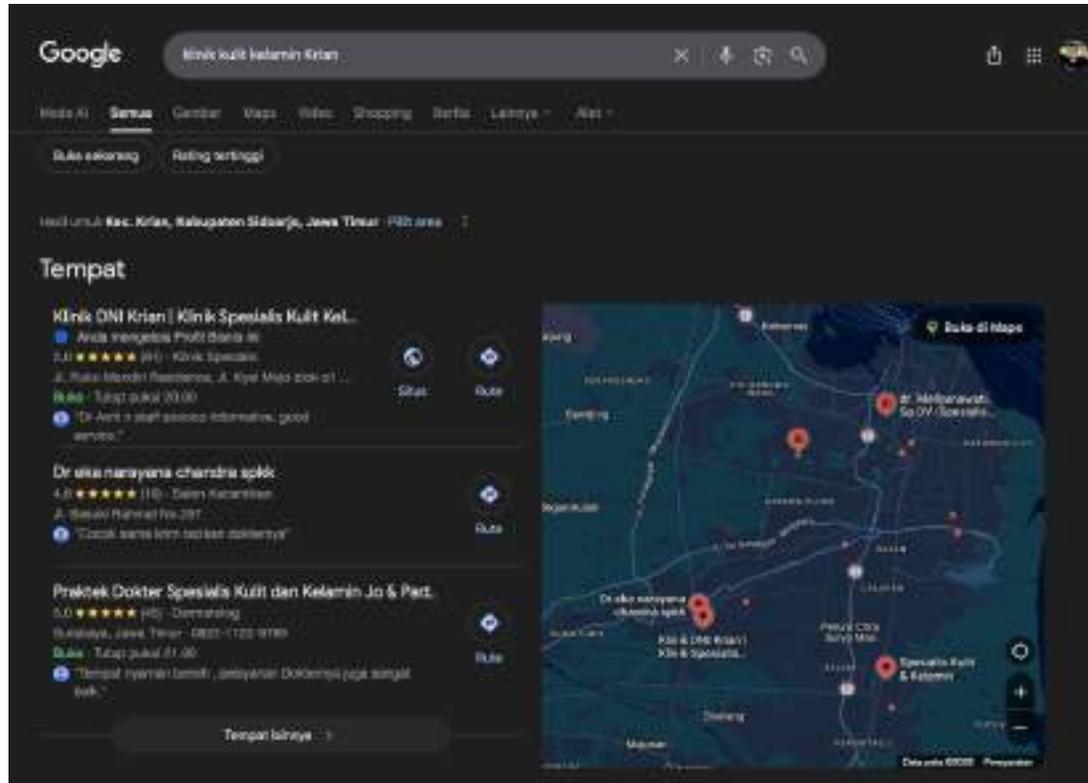
Keyword :
Bengkel Mobil Alphard



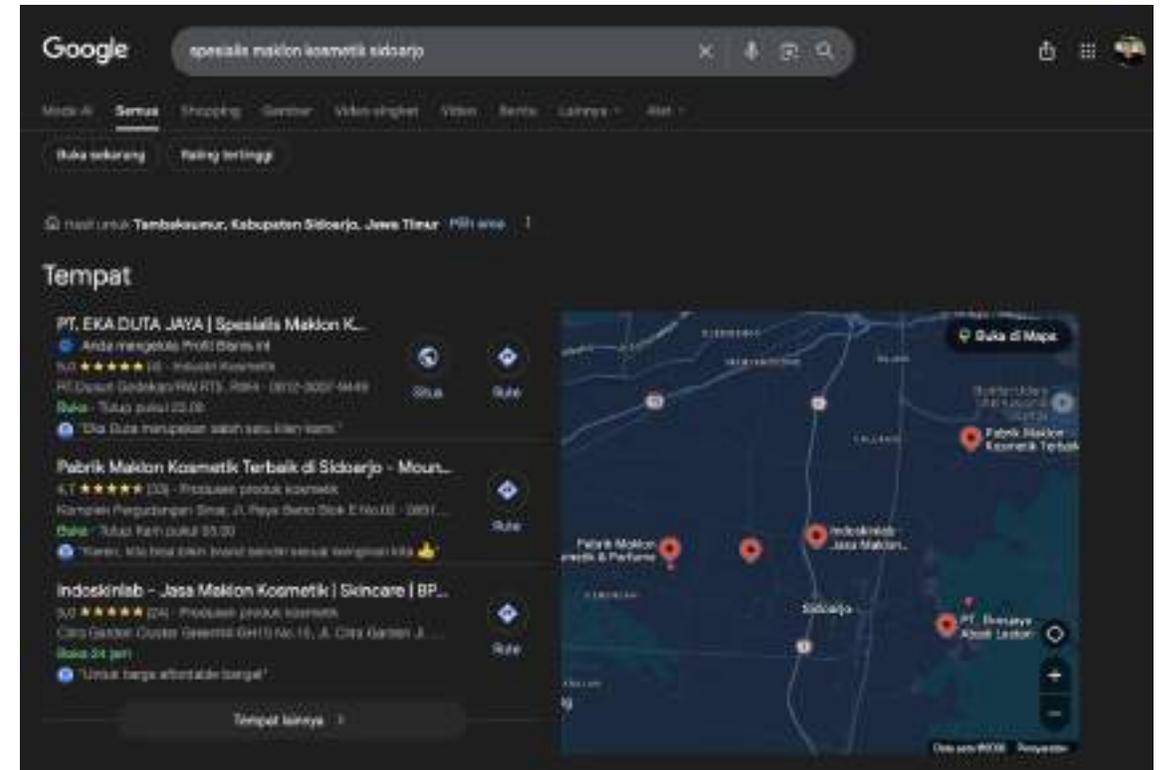
Keyword :
Maklon Minuman Serbuk Sidoarjo

Search Engine Optimization

Development Portfolio



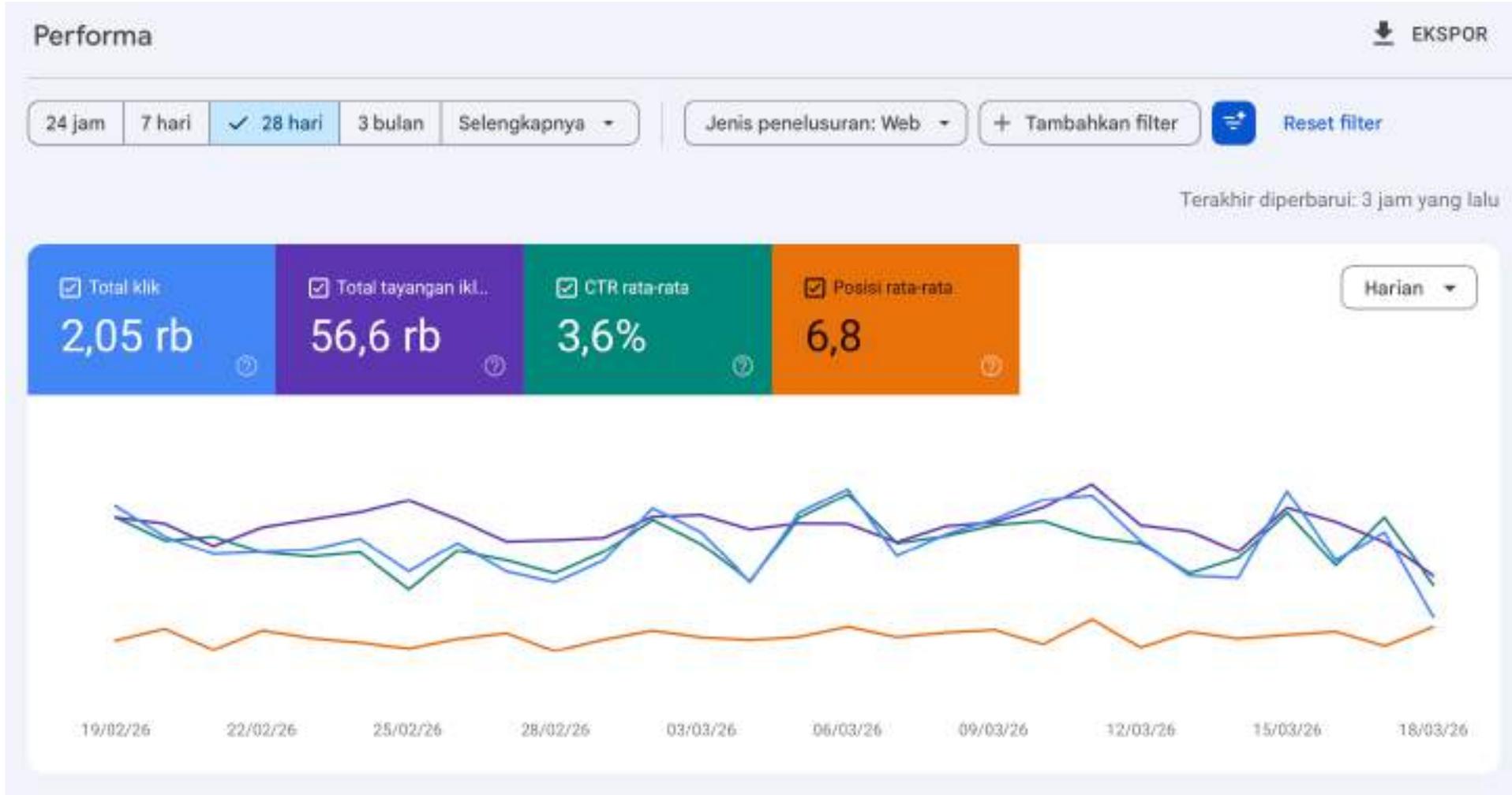
Keyword :
Klinik Kulit Kelamin Krian Sidoarjo



Keyword :
Spesialis Maklon Kosmetik Sidoarjo

Google Search Console

Analytics





Déliwafa



OUR WORK SCHEME



STAGE 1 : PRE DESIGN

Pre-design makes sure you get off to the right start with the design and development of your app, and ensures a great final product.

Pre-design is the first stage of the app development process, where we take a project from the initial brief – whether that's one line or thirty pages – into a workable strategy. This means working out everything from what the product's about and who it's aimed at, to what technologies it should use and how we will measure success.

Together, this package lays out everything that both we and the client need to know about the project ahead, so we can ensure the best final results. We sometimes refer to it as 'the brief it would have been great to get the first time'.

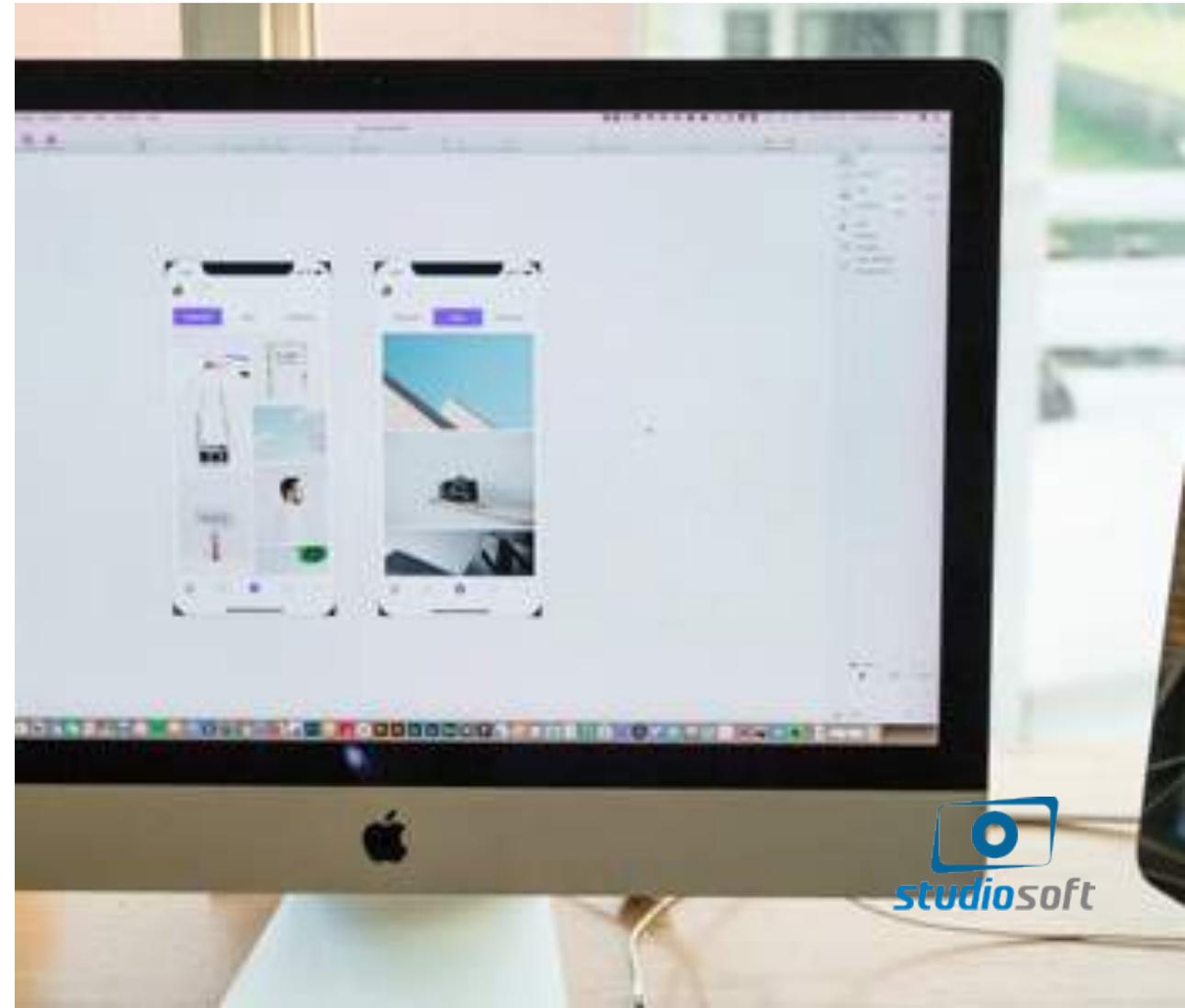


STAGE 2 : DESIGN

We start by creating the wireframe. This is a purely UX-based view of how the app will work, capturing the flow between screens.

Most importantly, you need to make sure that the final product won't just be what you want as the app owner, but what the end user wants. With that established, it's time to start designing your app.

This gives us a finalized visual design, which can be combined with the UX flow to create a working **prototype**. This is essentially a collection of images of each screen, with tappable hotspots that make it possible to move from screen to screen as if you're using the real app. It can be installed on a device, meaning it's accessible from an icon just like any other app, and we often find that people don't realize it's not a fully-functional app.



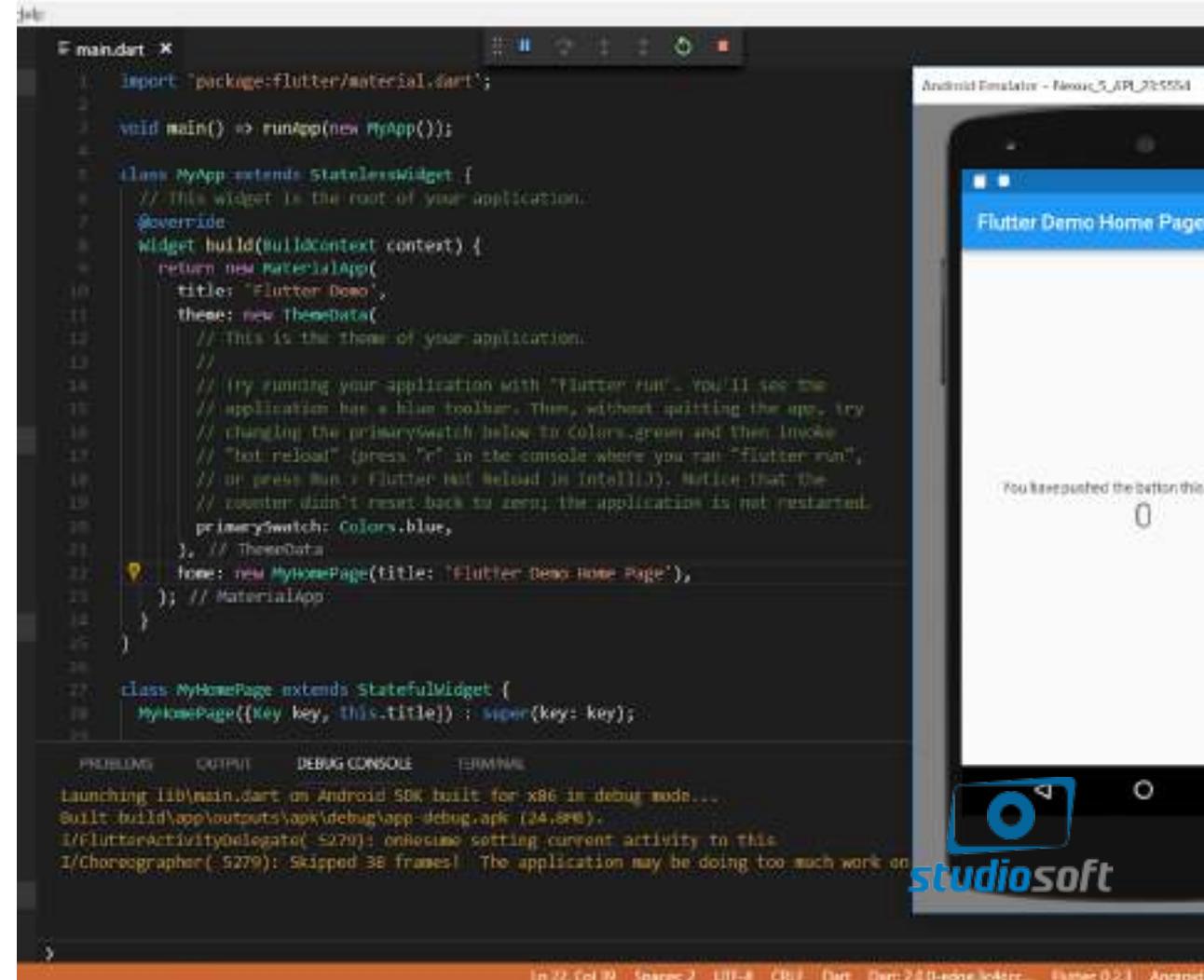
STAGE 3 : DEVELOPMENT

Having completed the pre-design and design stages, now it's time to actually build it.

There is one final vital component, which sits right at the crossroads between design and development: a detailed technical specification. This takes the wireframe and annotates in more detail – how it will actually work, as well as how it looks. For example, if one screen is pulling in external data, where is that coming from? Which server is that from ?

At the end of that sprint, a build is released – normally to the client, but certainly internally – for review and testing. A Quality Assurance team checks that the new functionality is working, and that its introduction hasn't broken anything that was already there.

Once all these development sprints are complete – typically, there might be seven of them in a project – you have what is known as a UAT (User Acceptance Testing) version, for the client to test and sign off on. At that point, it moves to RC (Release Candidate) status, where all necessary refinements are made so it can be pushed out on the app stores, or the client's website, or whatever release looks like for the particular project.



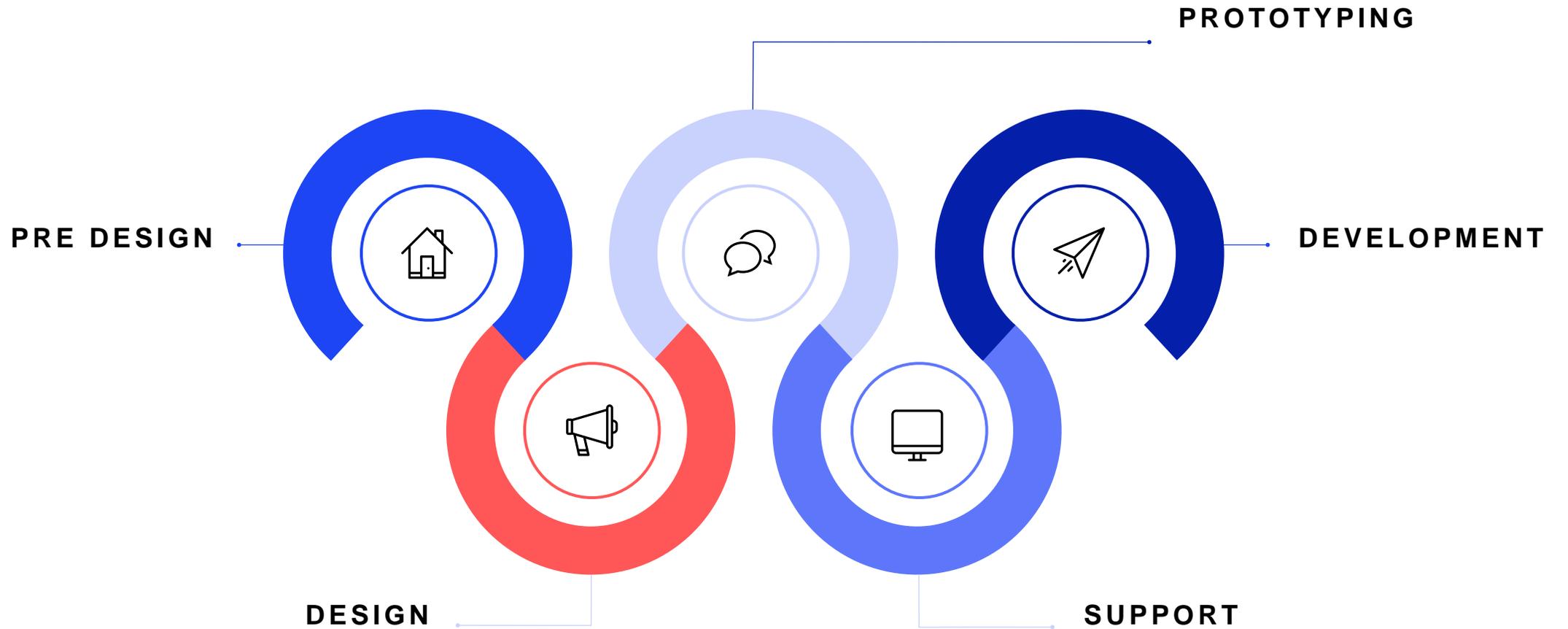
STAGE 4 : SUPPORT

Light bulb moment would never have happened if we hadn't seen the app being used in context.

This form of research can produce some very interesting and valuable results. As an example, we had one client who had built a QR scanner into the app, to help run on-pack promotions at retail outlets. The initial feedback we received was that the scanner wasn't working. We tested it thoroughly in our development studio and everything seemed fine. We therefore arranged a store visit and it was immediately apparent what the problem was.

A final thing to consider, once the day one version of your app is live, is the frequency of product updates. A well-timed update can be an excellent way to re-engage your audience; they receive a notification on their device that a new update is available & the majority of users still perform the update shortly after it is announced. They will then invariably open the app again, giving you a great chance to speak to this potentially dormant audience.





PROJECT TIMELINE

We capture all ideas during that stage, but as the build is typically limited by timeline and budget, some are held back for future releases.

1 Week

PRE DESIGN

first stage of the app development process, where we take a project from the initial brief – whether that’s one line or thirty pages – into a workable strategy

3 Weeks

DESIGN (PROTOTYPING)

This gives us a finalized visual design, which can be combined with the UX flow to create a working **prototype**.

3 Months

BETA STAGE

There is one final vital component, which sits right at the crossroads between design and development: a detailed technical specification.

PROJECT TIMELINE

We capture all ideas during that stage, but as the build is typically limited by timeline and budget, some are held back for future releases.

2 Months - After Beta Tested

UAT PRODUCTION DEVELOPMENT

Development sprints are complete – typically, there might be seven of them in a project – you have what is known as a UAT (User Acceptance Testing) version,

1 Week

SERVER DEVELOPMENT

Build a middleware layer, optimised for communication with the app, that sits between client servers and the app itself. This will pull the data on a regular basis and then make it available to users in the app, without requiring an overhaul of legacy systems.

Maintenance

LAUNCH

AppStore & PlayStore Release

THANK
YOU