

ABSTRAK

PERANCANGAN *UI/UX LEARNING MANAGEMENT SYSTEM (LMS)* APLIKASI *MOBILE EDU-LEARN* MENGGUNAKAN METODE *DESIGN* *THINKING*

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Learning Management System (LMS) adalah perangkat lunak yang dilakukan secara *online* untuk kebutuhan dokumentasi, administrasi, laporan kegiatan pembelajaran. Pembelajaran jarak jauh selama masa pandemi *Covid-19* berpotensi menimbulkan turunnya semangat peserta didik dalam pembelajaran. Permasalahan yang dihadapi oleh pengguna *Learning Management System (LMS)* adalah kurangnya fitur yang mendukung pembelajaran jarak jauh, banyak peserta didik yang tertinggal pembelajaran dan guru yang sulit mengontrol peserta didik serta *Learning Management System* yang fiturnya belum cukup lengkap. Berdasarkan masalah tersebut maka dibangunlah aplikasi *Mobile Edu-Learn* yang menyediakan kemudahan pembelajaran jarak jauh dengan fitur yang mendukung guru dalam *controlling* peserta didik dan mengurangi turunnya semangat peserta didik dalam pembelajaran dengan fitur yang dibutuhkan oleh pengguna. Menurut hasil survei yang dilakukan pada tahap *Emphatize* kepada Peserta didik dan Guru sebanyak 100% responden berkeinginan adanya aplikasi penunjang pembelajaran jarak jauh yang fiturnya lengkap, sebanyak 66,7% responden merasa kebingungan dan kesulitan jika menggunakan lebih dari satu aplikasi penunjang pembelajaran jarak jauh, sebanyak 50% responden kesulitan berdiskusi baik dengan guru, kesulitan akses materi, lupa presensi dan lupa mengumpulkan tugas dan 83,3% responden memilih LMS yang baik itu memiliki fitur pengingat akademik (ujian, pengumpulan tugas, presensi, dan lain-lain). Hasil dari penelitian ini adalah berupa *prototype Learning Management System* aplikasi *Mobile Edu-Learn* dengan menggunakan metode *Design Thinking* yang melewati 5 tahap yaitu *Emphatize, Define, Ideati, Prototype, Testing*. Pada tahapan *testing* menggunakan *usability testing* dihasilkan skor rata-rata sebesar 80,83 dengan *grade scale B, adjective rating excellent* dan masuk dalam kategori *Acceptable* dengan iterasi *design* sebanyak dua kali.

Kata Kunci : *Learning Management System (LMS)*, Pembelajaran Jarak Jauh, *Design Thinking, UI/UX*.

ABSTRACT

DESIGN LEARNING MANAGEMENT SYSTEM (LMS) OF MOBILE EDU-LEARN APPLICATION USING THINKING DESIGN METHOD

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The Learning Management System (LMS) is an online software used for documentation, administration and reporting of teaching and learning activities. Distance learning during the Covid-19 pandemic has the potential to reduce student enthusiasm for learning. The problems faced by Learning Management System (LMS) users are the lack of features that support distance learning, many students are left behind in learning and teachers find it difficult to control students and a Learning Management System whose features are not complete enough. Based on these problems, the Mobile Edu-Learn application was developed to provide easy distance learning with features needed by users that support teachers in controlling students and reduce students' enthusiasm for learning with the features desired by users. Based on the results of a survey conducted during the Emphasize phase with 100% of student and teacher respondents wanting a distance learning application that was supported by full features, 66.7% of respondents felt confused and had difficulty using more than one distance learning application, 50% of respondents had difficulty discussing with the teacher, accessing material, remembering attendance, and submitting assignments, and 83.3% of respondents chose a good LMS that had academic reminder features (exams, assignment submissions, attendance, etc.). The results of this study are a prototype Learning Management System Mobile Edu-Learn application using the Design Thinking method which goes through 5 stages, namely Emphasize, Define, Idea, Prototype, Testing. At the testing stage using usability testing, a value of 80.83 was produced with a grade scale of B, an adjective rating of excellent, and included in the Acceptable category with two design iterations.

Keywords : Learning Management System (LMS), Distance Learning, Design Thinking, UI/UX.