

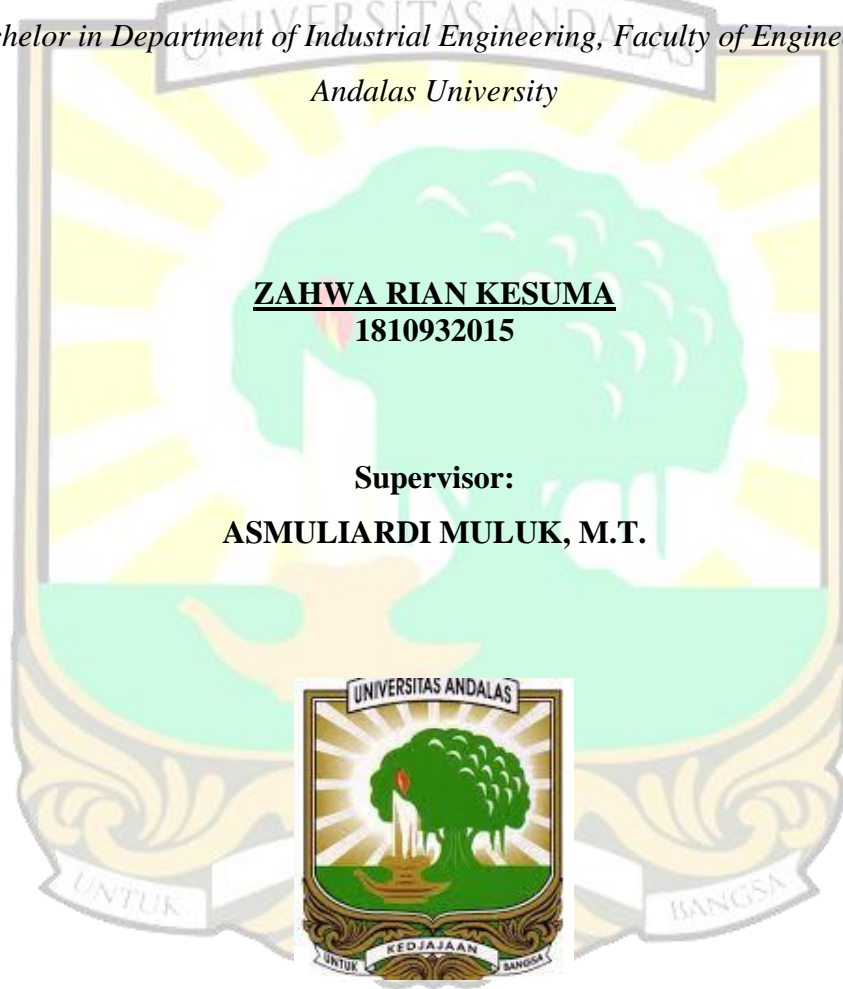
**ANALYSIS OF LEARNING MANAGEMENT SYSTEM USED
AT ANDALAS UNIVERSITY (WEB-BASED SYSTEM)**

FINAL PROJECT REPORT

*A final project report submitted in fulfillment of the requirement for the degree of
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ZAHWA RIAN KESUMA
1810932015

Supervisor:
ASMULIARDI MULUK, M.T.



**DEPARTMENT OF INDUSTRIAL ENGINEERING
FACULTY OF ENGINEERING
ANDALAS UNIVERSITY
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ABSTRACT

Information technology is continuously developing every year and growing rapidly. People may share information via the internet by using a website. University has a website to facilitate communication and interaction between lecturers and students. Andalas University has a website for communicating utilizing Interactive Learning (i-learn), which can be found at ilearn.unand.ac.id. According to the survey result of Andalas University students, almost all Andalas University students use i-learn, and 92,5% of Andalas University students agree that the i-learn Andalas University website needs to be reviewed. As a result, to determine if a website is good or not, it must conduct a measurement, one of which is the usability method.

This study aims to determine the usability, analyze the indicators that need to be improved, and give a design recommendation for the i-learn Andalas University website. The method used to measure the usability of the i-learn Andalas University website is the USE Questionnaire. This questionnaire measures usability because it covers three ISO 9241 measurements: efficiency, effectiveness, and satisfaction. The responders are 101 Andalas University students who have used version three of the i-learn website. According to the results, the i-learn website version three has a usability value of 72%, presenting it in the feasible category. The design recommendation uses a design thinking process with five stages. The first stage is collecting user complaints. The second stage is defining by making an affinity diagram, and the third stage is ideating by creating user flows and sketches. Furthermore, the fourth stage is prototyping, making wireframes and i-learn prototypes with high accuracy. The final stage is testing through the *maze*.

Keywords: Website, i-learn, Usability, USE Questionnaires, Design thinking

ABSTRAK

Teknologi informasi terus berkembang setiap tahun dan berkembang pesat. Orang dapat berbagi informasi melalui internet dengan menggunakan situs web. Universitas memiliki website untuk memfasilitasi komunikasi dan interaksi antara dosen dan mahasiswa. Universitas Andalas merupakan salah satu universitas yang memiliki website untuk berkomunikasi menggunakan Interactive Learning (*i-learn*) yang dapat diakses di ilearn.unand.ac.id. Menurut hasil survey kepada mahasiswa Universitas Andalas, hampir semua mahasiswa Universitas Andalas menggunakan *i-learn* dan 92,5% mahasiswa Universitas Andalas setuju bahwa website *i-learn* Universitas Andalas perlu ditinjau ulang. Oleh karena itu, untuk mengetahui apakah suatu website sudah baik atau tidak, maka harus dilakukan suatu pengukuran, salah satunya adalah metode usability.

Penelitian ini bertujuan untuk menentukan usability, menganalisis indikator yang perlu ditingkatkan, dan memberikan rekomendasi desain pada website *i-learn* Universitas Andalas. Metode yang digunakan untuk mengukur usability website *i-learn* Universitas Andalas adalah USE Questionnaire. Kuesioner ini mengukur kegunaan karena mencakup tiga pengukuran ISO 9241: efisiensi, efektivitas, dan kepuasan. Respondennya adalah 101 mahasiswa Universitas Andalas yang telah menggunakan website *i-learn* versi tiga. Berdasarkan hasil penelitian, website *i-learn* versi tiga memiliki nilai usability sebesar 72% dengan kategori layak. Proses design thinking dengan lima tahapan digunakan untuk membuat rekomendasi desain. Tahap pertama mengumpulkan keluhan pengguna, tahap kedua define menggunakan affinity diagram, tahap ketiga ideate menggunakan user flow dan sketch, dan tahap keempat membuat prototype menggunakan wireframes dan high-fidelity prototype. Tahap terakhir adalah testing, yang dilakukan menggunakan maze.

Kata Kunci: Website, *i-learn*, Usability, USE Questionnaires, Design thinking

