ABSTRACT

In reality of course, some or most of the students STMIK Jakarta (STI&K) not yet capable of achieving individual competence required to follow the lessons and apply them effectively advanced in solving everyday problems that contextual learning, if only during hours of face to face ongoing. This is not to mention plus the possibility of absenteeism of students and lecturers for some things that can disrupt or reduce face-to-face lecture schedule of predetermined. Information and communication needs in a lecture that can be accessed anytime and anywhere, is at the core of the problem.

At this writing will explain how to design an application system by using electronic media in teaching and learning activities that are known by the term e- Learning to solve the problems above. The design of the application is of course required an analysis of user needs, so as to realize the e-Learning solutions are designed as an attractive, effective and preferred by users.