

ABSTRAK

SMA Adiguna Bandar Lampung adalah yayasan pendidikan yang berdiri pada tanggal 31 Agustus 1985 dan beralamat di Jalan Khairil Anwar Nomor 79, Durian Payung, Proses kegiatan belajar dan mengajar di sekolah ini masih biasa dilakukan dengan metode konvensional yakni siswa dan guru bertemu langsung di kelas. Namun dalam kegiatan belajar mengajar (KBM) terkendala di era *new normal* ini. Permasalahan yang timbul dengan adanya sistem daring diantaranya kurang fokusnya peserta didik dalam proses KBM dan minat belajar peserta didik di era *new-normal* sulit dipahami dan perlu adaptasi lebih karena menggunakan dua media yang berbeda dalam satu kurun waktu. Media pembelajaran yang digunakan saat ini yaitu menggunakan aplikasi *Whatsapp* dan *Google Classroom*. Produktivitas peserta didik dalam kegiatan belajar mengajar (KBM) juga kurang optimal dikarenakan peserta didik mengalami kesulitan dalam pemantauan dan pengumpulan setiap tugas dari masing-masing guru dan mata pelajaran setiap harinya.

Oleh karena itu dibutuhkan penerapan *e-learning* untuk mendukung produktivitas guru dan siswa di era *new normal* pada SMA Adiguna Bandar Lampung. Proses pengembangan sistem menggunakan metode *extreme programming* (XP) dengan 4 (empat) tahapan yakni *planning*, *design*, *coding* dan *testing*. Tahapan perencanaan dilakukan dengan pengumpulan data dan identifikasi kebutuhan sistem, tahapan desain sistem menggunakan UML dan tahapan *coding* menggunakan bahasa PHP.

Penerapan *e-learning* untuk mendukung produktivitas guru dan siswa di era *new normal* pada SMA Adiguna Bandar Lampung telah melalui pengujian menggunakan metode ISO/IEC 25010 dengan 2 karakteristik yaitu *Usability* mendapat nilai 99,2% dan *Functional Suitability* mendapatkan nilai 100% dengan hasil “Sangat Baik”.

Kata Kunci : *E-learning*, Produktivitas, *New Normal*.

ABSTRACT

Adiguna SMA Bandar Lampung is an educational foundation that was established on August 31, 1985 and has its address at Jalan Khairil Anwar Number 79, Durian Payung. The process of teaching and learning activities in this school is still usually done using conventional methods, namely students and teachers meet directly in class. However, teaching and learning activities (KBM) are hampered in this new normal era. Problems that arise with the online system include the lack of focus of students in the teaching and learning process and the learning interest of students in the new-normal era is difficult to understand and needs more adaptation because it uses two different media in one period of time. The learning media used today are using the Whatsapp and Google Classroom applications. Productivity of students in teaching and learning activities (KBM) is also less than optimal because students have difficulty in monitoring and collecting each task from each teacher and subject every day.

Therefore, it is necessary to implement e-learning to support the productivity of teachers and students in the new normal era at SMA Adiguna Bandar Lampung. The system development process uses the extreme programming (XP) method with 4 (four) stages, namely planning, design, coding and testing. The planning stage is carried out by collecting data and identifying system requirements, the system design stage using UML and the coding stage using the PHP language.

The application of e-learning to support the productivity of teachers and students in the new normal era at SMA Adiguna Bandar Lampung has been through testing using the ISO/IEC 25010 method with 2 characteristics, namely Usability getting a value of 99.2% and Functional Suitability getting a value of 100% with the result "Very Good".

Keywords: E-learning, Productivity, New Normal.