

ABSTRACT

DESIGN AND IMPLEMENTATION OF E-LEARNING APPLICATIONS USING PROTOTYPING METHODS

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IT (Information technology) is needed today to support and support all the needs of almost all businesses today. One of the IT products is an information system. Information systems are very helpful in business efficiency where the system can do all the work centrally anytime and anywhere. The most frequently used information system is a web-based application. Not only in the field of business, also in the field of education requires an improvisation. Where is currently needed an application so that the teaching process can be done remotely. Web-based applications require containers for storage and processing.

In this study, the method used is descriptive qualitative. The system development method used in this research is using prototyping. The technology used is the Hypertext Preprocessor (PHP) programming language and uses MySQL database technology.

E-learning is designed and published in the form of an information system so that data can be digitized and easy to process and access. Processed data helps teachers and students to spread information in a short time. Because the e-learning information system has been published on the internet, the application can be accessed anywhere just by being connected to the internet. Publication of information systems is also useful so that users can access it at any time. Automatic data processing can also reduce processing time. That way the e-learning design can cover the problems of digitization and data processing.

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