RANCANG BANGUN SISTEM INFORMASI *E-LEARNING* BERBASIS WEBSITE MENGGUNAKAN METODE *RAPID APPLICATION DEVELOPMENT (RAD)* PADA SMAN 2 PONTIANAK

ABSTRAK

Pada sistem pembelajaran saat ini tidak hanya kegiatan belajar mengajar hanya didalam kelas, namun dapat dengan berbagai cara salah satu nya adalah dengan kegiatan belajar mengajar secara daring. Di sekolah SMAN 2 Pontianak belum memiliki sistem pembelajaran *electronik* sendiri yang menggunakan media pembelajaran seperti *google meet, google form* untuk melakukan presensi bagi siswa dan guru. Pada situasi wabah virus *covid19* maka dari itu dibutuhkannya suatu media pembelajaran yaitu *E-learning* untuk memberikan kemudahan dalam penyampaian informasi berhubungan dengan belajar mengajar serta dapat mengelola data-data seperti data siswa, guru, dan materi serta tugas untuk menunjang pembelajaran. Sistem informasi *E-learning* SMAN 2 Pontianak yang di kembangkan menggunakan salah satu metode pengembangan perangkat lunak yaitu *Rapid Application Development (RAD)* dengan tahapan yang dimulai dari melakukan identifikasi masalah, berikutnya dilakukan analisis masalah, analisis kebutuhan, selanjutnya desain proses, desain data, desain interface, dan implementasi. Berdasarkan hasil pengujian fungsional sistem terhadap SMAN 2 Pontianak, sistem informasi *E-learning* berbasis *website*. Sedangkan hasil pengujian antar muka sistem memperoleh persentase 80.2%.

Kata Kunci: Sistem informasi *E-learning,* metode *RAD,* Sekolah Menengah Atas

DESIGN OF A WEBSITE BASED E-LEARNING INFORMATION SYSTEM USING THE RAPID APPLICATION DEVELOPMENT (RAD) METHOD AT SMAN 2 PONTIANAK

ABSTRACT

In the current learning system, teaching and learning activities are not only in the classroom, but can be done in various ways, one of which is online teaching and learning activities. SMAN 2 Pontianak does not yet have its own electronic learning system that uses learning media such as google meet, google form to conduct attendance for students and teachers. In the situation of the covid19 virus outbreak, therefore, there is a need for a learning media, namely E-learning to provide convenience in delivering information related to teaching and learning and can manage data such as student data, teachers, and materials and assignments to support learning. The E-learning information system of SMAN 2 Pontianak was developed using one of the software development methods, namely Rapid Application Development (RAD) with stages starting from identifying problems, then analyzing problems, analyzing needs, then process design, data design, interface design, and implementation. Based on the results of functional testing of the system for SMAN 2 Pontianak, the E-learning information system is website-based. While the results of system interface testing obtained a percentage of 80.2%.

Keywords: E-learning information system, RAD method, High School