E-LEARNING DEVELOPMENT AS A BLENDED-LEARNING LEARNING TO SUPPORT INTERACTIVE LEARNING MULTIMEDIA DEVELOPMENT COURSE

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ABSTRACT

The use of E-Learning as one of the complementary learning tools can help in learning activities. Its use with appropriate planning and methods is expected to help students improve their understanding in lecture activities. Therefore, the development of e-learning and blended learning based content is needed to improve the effectiveness of PMPI lectures.

This research is a development research with development procedures including design, development, evaluation and revision. In this first year, the focus of the research was on the design stage where the purpose of the study was to identify lecture competencies and the objectives of the lecture and the profiles and characteristics of students and products developed. Data was obtained through an open questionnaire distributed to all students taking courses in Interactive Learning Multimedia Development (PMPI).

The results of the study show that students fully state that e-learning is very necessary and that the e-learning platform currently used, namely Be-Smart has not been considered sufficient to accommodate the learning needs of students. The product features developed are expected to have interesting, complete content and present not only tutorial videos but also written guidelines or guides in the form of completion steps, up to e-book and audio learning. The e-learning interaction developed needs to enable interaction between lecturers and students or fellow students, and can be synchronous or asynchronous, besides being able to be applied in gadget devices and having a storage capacity that is capable of storing and downloading large amounts of files. In addition, the expected PMPI competencies cover aspects of knowledge, skills and attitudes. Output results in the form of scientific articles published in proceedings and additional outcomes in the form of Model, Prototype, Design, Artwork, Social Engineering, Appropriate Technology, or Policy.

Kata Kunci: *E-Learning, Blended Learning, interactive multimedia learning*