ABSTRAK

RANCANG BANGUN SISTEM INFORMASI PEMBELAJARAN DI SMA NEGERI 1 SUNGKAI UTARA MENGGUNAKAN *M-LEARNING* BERBASIS ANDROID

Oleh: WENTI DIARNA

Wentidiarna268@gmail.com

The emergence of new discoveries due to advances in science and technology (science and technology), also results in shifting perspectives and forming a mindset that brings logical consequences and gives birth to new norms in people's lives. One of the roles of information systems in education is basically very important, namely a communication process that contains the transformation of knowledge, values and skills outside the environment. Researchers want to take advantage of the development of information technology in the world of education to get a concept and mechanism for teaching and learning based on information technology that can be used as a means of distance learning to carry out the teaching and learning process so that it is not blocked between space and time. The information system is a combination of four main parts, the four main parts include software (software), hardware (hardware), infrastructure, and Human Resources (HR). The concept that will be applied is online learning which will be applied through M-Learning learning facilities using the Android Mobile Application. M-Learning is distance learning in general not at a set or predetermined location. Mobile Android is an operating system for Linux-based mobile devices that includes an operating system, middleware and applications. Based on the experience of using the application, the author chooses to design the user experience using the Prototype and Architecture method approach that is used, namely using UML. Prototype method is a method in system development that uses an approach to create a program that is fast and gradual so that it can be evaluated by the user and UML architecture is an international standard in the form of graphics, which explains the analysis and design of software developed with object-oriented programming.

Keywords: M-Learning, Android Mobile Application, Prototype, UML.