

# EVALUASI DESAIN *E-LEARNING* UNIVERSITAS PENDIDIKAN GANESHA DARI SISI PENGGUNA DOSEN

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## ABSTRAK

*E-Learning* merupakan *platform* pembelajaran yang digunakan oleh civitas akademika Undiksha memiliki pengguna yaitu mahasiswa dan dosen. *E-Learning* yang ditinjau dari pengguna dosen memiliki kendala dalam jumlah penggunaanya yang masih sedikit dikarenakan *E-Learning* Undiksha terkesan rumit untuk digunakan. Evaluasi penggunaan *E-learning* perlu dilakukan untuk mengetahui tingkat *usability* desain *E-Learning* dari sisi pengguna dosen dengan menggunakan metode *Performance Measurement*, *Retrospective Think Aloud* dan kuisisioner *Computer System Usability Questionnaire (CSUQ)*. Adapun total responden adalah 8 orang responden yang berasal dari 8 fakultas. Pengujian *usability* dilakukan sebanyak 2 kali dan dengan memberikan rekomendasi perbaikan desain yang berupa *prototype*. Pengujian awal dilakukan dengan mengujikan sistem yang berjalan saat ini dan diperoleh nilai aspek *learnability* sebesar 79,8 %, *effisiensi* diperoleh data dengan rata-rata pengerjaan *task* dari semua responden yaitu 0,056985959 *goals/second*, *memorability* yang diukur menggunakan *Overall Relative Efficiency* sebesar 87 %, *error* rata-rata yang dari seluruh responden yaitu 0,04977 *goals/second*, dan *satisfaction* yang diukur menggunakan kuisisioner *CSUQ* 77,5 % dapat dikategorikan Sangat Baik. Pengujian akhir dilakukan pada rekomendasi desain perbaikan dari hasil pengujian pertama. Hasil yang diperoleh yaitu nilai aspek *learnability* sebesar 94,4 %, *effisiensi* diperoleh data dengan rata-rata pengerjaan *task* dari semua responden yaitu 0,07558 *goals/second*, *memorability* yang diukur menggunakan *Overall Relative Efficiency* sebesar 100%, *error* rata-rata yang dari seluruh responden yaitu 0,01944 dan *satisfaction* yang diukur menggunakan kuisisioner *CSUQ* 96 % dapat dikategorikan Sangat Baik. Berdasarkan hasil penelitian rekomendasi *prototype* perbaikan desain *E-Learning* yang berjenis *High Fidelity* yang diberikan dapat diterima dengan baik oleh responden.

**Kata Kunci** : *E-Learning* Undiksha, *Usability Testing*, *Performance Measurement*, *Resprotektive Think Aloud*

**EVALUATION OF THE E-LEARNING DESIGN OF UNIVERSITAS  
PENDIDIKAN GANESHA FROM THE LECTURER'S USER PERSPECTIVE**

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**ABSTRACT**

*E-Learning is a learning platform used by the academic community of Undiksha, with users including students and lecturers. The E-Learning platform, particularly from the lecturer's perspective, faces challenges due to the low number of users, as it is considered complicated to use. An evaluation of E-Learning usage is necessary to assess the usability of its design from the lecturer's perspective using the Performance Measurement method, Retrospective Think Aloud, and the Computer System Usability Questionnaire (CSUQ). A total of 8 respondents participated, representing 8 faculties. Usability testing was conducted twice, with recommendations for design improvements presented in the form of a prototype. The initial test was conducted using the current system, yielding a learnability score of 79.8%, efficiency was measured with an average task completion time of 0.056985959 goals/second, memorability was measured using Overall Relative Efficiency with a score of 87%, the average error rate across all respondents was 0.04977 goals/second, and satisfaction measured using the CSUQ questionnaire was 77.5%, categorized as Very Good. The final test was performed with the proposed design improvements based on the initial test results. The findings were as follows: learnability scored 94.4%, efficiency was measured with an average task completion time of 0.07558 goals/second, memorability reached 100% as measured by Overall Relative Efficiency, the average error rate was 0.01944 goals/second, and satisfaction, measured using the CSUQ questionnaire, scored 96%, categorized as Very Good. Based on the research findings, the recommended High-Fidelity prototype design improvements for E-Learning were well accepted by the respondents.*

**Kata Kunci** : *E-Learning Undiksha, Usability Testing, Performance Measurement, Resprotektive Think Aloud*