

**ANALISIS USABILITY PADA E-LEARNING
MENGUNAKAN METODE HEURISTICS EVALUATION
(STUDI KASUS : LEADS UPNVJ)**

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ABSTRAK

Melalui perkembangan teknologi, terjadi peningkatan pada metode belajar yang terus mengalami modernitas, dimana salah satu contohnya yakni dengan mempergunakan e-learning. E-learning ialah sebuah model belajar yang memanfaatkan situs web untuk dijadikan media yang mendasarinya. Melalui pemanfaatan elearning ini, proses belajar bisa dilaksanakan dalam waktu dan tempat yang fleksibel. Baiknya elearning ditandakan dengan adanya peningkatan keterampilan dari pengguna yang mempergunakannya. Rancangan antarmuka termasuk ke dalam salah satu elemen yang mempunyai kepentingan tersendiri yang bisa memberikan dukungan terhadap mutu edukasi pada dunia maya. Universitas Pembangunan Nasional Veteran Jakarta (UPNVJ) memiliki sebuah *website* e-Learning yang dikenal dengan nama LeADS (*Learning Activities Through Digital System*). Website LeADS dibuatkan dengan pertimbangan dari sisi rancangan User Interface dan User Experience, agar bisa memberikan kemudahan bagi penggunanya untuk mengakses informasi akademis. Pada penelitian ini dilaksanakan analisis *usability* pada *website* LeADS didasarkan pada metode *Heuristics Evaluation* untuk mengetahui nilai *usability* LeADS didasarkan pada sepuluh prinsip heuristik. Tujuan kajian ini ialah menganalisis *usability* pada *e-learning Learning Activities Through Digital System (LeADS)* Universitas Pembangunan Nasional Veteran Jakarta, serta memberikan saran kepada pengembang e-learning LeADS dengan merekomendasikan hasil uji evaluasi *usability* terhadap sistem pada *website* LeADS.

Kata kunci : LeADS, *e-Learning*, UPNVJ, *Usability*, *Heuristics Evaluation*.

**USABILITY ANALYSIS IN E-LEARNING USING
HEURISTICS EVALUATION METHOD (CASE STUDY:
LEADS UPNVJ)**

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ABSTRACT

Through technological developments, there has been an increase in learning methods that continue to experience modernity, where one example is by using e-learning. E-learning is a learning model that utilizes websites to serve as the underlying media. Through the use of e-learning, the learning process can be carried out in a flexible time and place. The good of e-learning is indicated by an increase in the skills of the users who use it. Interface design is one of the elements that has its importance that can provide support for the quality of education in cyberspace. Jakarta Veterans National Development University (UPNVJ) has an e-Learning website known as LeADS (Learning Activities Through Digital System). The LeADS website was created with consideration in terms of User Interface and User Experience design, to make it easy for users to access academic information. In this study, a usability analysis was carried out on the LeADS website based on the Heuristics Evaluation method to determine the usability value of LeADS based on ten heuristic principles. The purpose of this study is to analyze the usability of the e-learning Learning Activities Through Digital System (LeADS) at the National Veterans Development University Jakarta, as well as provide advice to LeADS e-learning developers by recommending the results of usability evaluation tests for the system on the LeADS website.

Kata kunci : LeADS, e-Learning, UPNVJ, Usability, Heuristics Evaluation.