ABSTRAK

Sistem E-learning SMPIT Attaqwa Pusat berbasis Moodle 4.0.1 masih mengalami berbagai permasalahan *usability*, seperti navigasi yang kurang intuitif, tampilan antarmuka yang kurang menarik, serta kendala pada pelaksanaan ujian daring. Penelitian ini bertujuan mengevaluasi tingkat *usability* sistem serta merumuskan rekomendasi *redesign* antarmuka berdasarkan hasil evaluasi. Evaluasi dilakukan menggunakan metode *System Usability Scale* (SUS) terhadap 158 siswa dan 15 guru, serta *Heuristic Evaluation* yang melibatkan tiga orang evaluator ahli. Hasil pengujian SUS menunjukkan skor sebesar 65,585 (*Marginal*) pada kelompok siswa dan 41,333 (*Not Acceptable*) pada kelompok guru. Sementara itu, Heuristic Evaluation menghasilkan rata-rata *severity rating* sebesar 2,46 pada Halaman Siswa dan 2,31 pada Halaman Guru yang termasuk kategori *minor to major usability problem*. Berdasarkan hasil evaluasi tersebut, penelitian ini menghasilkan rekomendasi redesign antarmuka berdasarkan sepuluh prinsip heuristik Nielsen yang diharapkan dapat meningkatkan efektivitas, efisiensi, dan kenyamanan pengguna dalam menggunakan sistem E-learning.

Kata Kunci: *E-learning*, *System Usability Scale*, *Heuristic Evaluation*, Evaluasi *Usability* , Redesain Antarmuka.

ABSTRACT

The Moodle 4.0.1-based E-learning system at SMPIT Attaqwa Pusat still experiences several usability issues, including unintuitive navigation, an unattractive user interface, and difficulties encountered during online examinations. This study aims to evaluate the system's usability and develop interface redesign recommendations based on the evaluation results. The evaluation was conducted using the System Usability Scale (SUS) involving 158 students and 15 teachers, as well as a Heuristic Evaluation involving three expert evaluators. The SUS results yielded a score of 65.585 (Marginal) for the student group and 41.333 (Not Acceptable) for the teacher group. Meanwhile, the Heuristic Evaluation produced an average severity rating of 2.46 for the Student Interface and 2.31 for the Teacher Interface, indicating minor to major usability problems. Based on these findings, this study proposes interface redesign recommendations guided by Nielsen's ten usability heuristics to improve the effectiveness, efficiency, and user comfort of the E-learning system.

Keywords : *E-learning, System Usability Scale, Heuristic Evaluation, Usability Evaluation, Redesign User Interface.*