

BINUS INTERNATIONAL
BINUS UNIVERSITY

Major Computer Science
Stream in Software Engineering
Sarjana Komputer Thesis
Semester Odd year 2011/2012

**USER INTERFACE DESIGN FOR A LEARNING MANAGEMENT SYSTEM
BASED ON CONNECTIVISM AND SOCIAL CONNECTEDNESS**

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Abstract

This thesis aimed to provide a user interface design for web based learning management system. The interface design conforms to a learning theory that was thought to be the most appropriate to be applied in current digital age.

This research utilized the correct steps in user interface engineering, which consisted of Task Analysis, Design Sketches, Paper Prototyping, User testing, and Computer Prototype. First the features list were decided through learning theories, secondly the interface draft was sketched using web interface guidelines and heuristics as rule of thumb, thirdly the design draft was made into paper based prototype to be tested on real target users, fourth the user testing was carried out, fifth the design draft was redesigned based on the user testing results, and finally the computer based prototype was developed based on the refined design draft.

The research resulted in a web based learning management system, which conforms to a learning theory and developed using correct steps in user interface engineering.

Overall this research has yielded a prototype of web based Learning Management System that is usable and conforms to a learning theory. Future works will be to survey on how the user feels while using the system compared to face-to-face meeting.

Keywords: usability testing, user interface engineering, user-centered design, learning management system, social connectedness, Connectivism