

ABSTRAK

Pandemi COVID-19 di Indonesia berdampak pada diberlakukannya pembelajaran jarak jauh. Pola pembelajaran tersebut memiliki kelebihan dan kekurangan yang menyebabkan pembelajaran mandiri menjadi lebih dominan. Kemandirian dalam pembelajaran jarak jauh bukanlah hal yang mudah dilakukan karena mahasiswa terbiasa terhadap pola pembelajaran tatap muka. Untuk meningkatkan kemampuan belajar mandiri, dikembangkan sebuah *e-learning* yang dilengkapi *plugin Self-Regulated Learning* (SRL). Konsep SRL diimplementasikan sebagai alur proses belajar bertujuan untuk melatih kemandirian belajar mahasiswa. Pengembangan tampilan antarmuka *website* dan pengalaman pengguna berperan penting agar mahasiswa tertarik dan nyaman selama melakukan pembelajaran mandiri. Perancangan *User Interface* dan *User Experience* menggunakan metode *User Centered Design* dengan kerangka kerja *Design Thinking* mengedepankan kebutuhan pengguna.

Kata Kunci — *User interface, User Experience, User Centered Design, E-learning, Self-Regulated Learning*

ABSTRACT

The COVID-19 pandemic in Indonesia has impacted the implementation of distance learning. This learning pattern has advantages and disadvantages that cause self-learning to become more dominant. Self-learning in distance learning is difficult for students because they are accustomed to face-to-face learning patterns. The development of e-learning with a Self-Regulated Learning (SRL) plugin aims to improve self-learning skills. SRL concept implementation as a learning flow process purpose to train students' self-learning skills. Website interface and user experience development have a huge role in giving students an appealing and comfortable self-learning experience. User Interface and User Experience development use the User Centered Design method with Design Thinking framework to prioritize user needs.

Keywords — User interface, User Experience, User Centered Design, E-learning, Self-Regulated Learning