ABSTRACT

Generally, nowadays, Indonesian education is still using centering education method and one of the users is SMAN2 subang. Centering education method means the method which run a way directly, in other word, the method which has no direct interaction, in this case is teacher and student. In this method, the knowledge is earned just inside the classroom. Furthermore, this method tends to make the students feel bored and finally they don't get it at all. So, for that reason the writer is doing this research to solve this problem. The purpose of this research is to create a web-based learning application which can simplify in accessing lesson material anytime and everywhere, and that method called E-learning.

The method of this research is system development method. The system development method which writer uses is prototype method that supported by system modeling with structured approaching. Software which used to devise and apply E-learning is PHP, MySQL database and Adobe Dreamweaver CS5.

The result of this research is E-learning application which created as media assistant in computer lesson at SMAN 2 Subang. This application is presented by online and can be accessed anytime and everywhere. And so, the writer expects E-learning application can be an assistant and helping teacher and student in teaching and learning activity.

Keyword :SMAN 2 Subang, prototype, e-learning