ABSTRACT

APPLICATION OF DIGITAL LEARNING SYSTEM COMPETENCY STANDARDS UNDER GRADUATES (SKL) NATIONAL EXAM (CASE STUDY SMP 4 NEGERI BANDUNG)

By

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SMP Negeri 4 Bandung is a school with national standards as for missions to be achieved by SMP Negeri 4 Bandung, namely empowering the vision of science and technology and graduate students a quality that is always pursued a wide range of learning scenarios. However, in implementing the Teaching and Learning Activities (KBM) SMP Negeri 4 Bandung still having some problems, especially within the limitations waktu.Maka than that necessary existence of a learning media other than at school that can overcome these problems is the Digital Learning System application that aims to create an application which can be a means of delivery of material outside of school hours, media communications, media facilities tasks and a computerized tool tryout activities online

Stage of software development e-learning applications using the classic method of life style or a waterfall. The first stage done is to formulate what kind of system to be built, understanding the problems and needs faced, designing an interface of the system will be built, then the system design are translated in a language understandable to a particular programming language into machine till finally the design is realized as a series of programs that meet the specification requirements t.elah of SMP Negeri 4 Bandung.

E-learning application is a learning support media that adopt a new breakthrough inuse of digital learning technologies , offline oronline that are packed in a neat and interactive . Applications Digital Learning System (DLS) was built as supporting the delivery of material to time constraints, lack of communication solutions, media tasks, and a computerized tool tryout activities online (web based).*Based on test results, application of this system is considered to be quite good in helping the learning process, especially in dealing with the process of try out.*

Based on test results, application of this system is considered to be quite good in helping the learning process, overcoming the limitations of time in school, especially in dealing with the try-out process activity carried out by conventional / direct

Keywords: e-learning, Digital Learning System (DLS), tryout, classic life style or waterfall