

ABSTRACT

In Indonesia, the universities contribute to form the character of the nation. So the universities need a participative and interactive learning method that are implemented on their universities. One of the implementation on information technology that support participative and interactive learning method is mobile learning.

Mobile learning is a way to get a knowledge or learning by using mobile devices as a support device that independent of location in time or space. Mobile learning that has been developed is as a cloud solution with Java Android and multi-tier architecture using the agile development. There are five tiers used by this application (presentation, business logic, service, client and database). In addition, this thesis implements enterprise social software to support collaboration, integration and sharing in learning processes.

The final result on this thesis is a mobile learning that is integrated with learning management system on e-university. Mobile learning and learning management system using RESTful webservice to integrate each other. Mobile learning that has been designed and created is expected to join a group, learning using interactive media and evaluations. For learning management system, there are some features such as content management, question management and member management.

keyword: mobile learning, Java Android, cloud solution, learning management system