

ABSTRACT

EduRoom is an application-based e-learning website designed to make the learning and teaching process simpler for schools by using information technology as a learning tool. Making EduRoom start-up aims to solve problems with the difficulties of school activities in using e-learning software and to minimize the bureaucracy value capture process. The survey's findings were distributed to a number of people. According to the survey results of several schools, the main problem for teachers in using the e-learning application was that there were obstacles in the operation and the assessment system was not flexible with the school processing unit, especially with the 2013 curriculum, there were still many teachers who were not optimizing the use of existing features. So that Many teachers continue to conduct online learning using chat applications such as Whatsapp.

The Lean UX research method was utilized in this study. Lean UX is a highly collaborative and cross-functional user experience technique that necessitates the involvement of the entire team as well as access to business input. Meanwhile, to confirm the study findings, usability testing will be conducted using the Approach System Usability Scale and Retrospective Think Aloud. The front-end development process is guided by the findings of interviews with potential consumers. Following the development of the application, it is tested using SUS and RTA, yielding SUS 75.7 in the first phase and 77.36 in the second phase. It entails having a conclusion that is acceptable to the user, according to SUS's Acceptability grade. Meanwhile, the user history was acquired when using the program utilizing the RTA, as well as suggestions for improvements and modifications.

Keywords: EduRoom, E-Learning, Vue Js, Lean UX, SUS, RTA, start-up