

Pengembangan Prototipe Agen Pedagogis Sebagai *Reminder* Perkuliahan Mahasiswa Telkom University Berbasis *Mobile* Menggunakan Framework *React Native*

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Abstract

Currently, mobile devices have been used in learning activities (mobile learning), especially at Telkom University which has used a Learning Management System (LMS). However, it is known that some students have missed their assignments, because they forgot. In this study, we develop a prototype of a pedagogical agent into a mobile-based application using the React Native framework which is used as a reminder, aims to increase student motivation in doing their assignments faster, so students don't miss their assignments. We did usability testing using System Usability Scale (SUS) and implemented to students for one week and divided them into two groups, the first group of students who use the application and the second group who does not use the application. The results of the average SUS value obtained in this application are 88.3% and the implementation results in course 1 students who use the application have an average of 3,420 minutes and in course 2 have an average of 2,138 minutes to complete assignments and quizzes before the deadline. Students who do not use the app have an average of 910 minutes in course 1 and 317 minutes in course 2. The results show that the usability (SUS) of the application is "Excellent" to use and students who use the application have a faster average amount of time in completing their assignments and quizzes.

Kata kunci : Mobile learning, React Native, Pedagogical Agent, System Usability Scale
