ABSTRACT

The learning room application is specifically designed to make it easier for teachers / instructors to provide material and students to get material. This application is useful for increasing students' knowledge, skills and providing access space for teachers / instructors in delivering their material, and the material presented can be in the form of YouTube videos and files. This application is designed like a training, where each student is trained to be able to solve the questions that have been given by the teacher / teacher in order to get a graduation certificate that has been provided in this learning room.The method in this study uses the waterfall method approach, which refers to the System Development Life Cycle (SDLC). Software development in this study uses the Prototype method with application design tools using the Unified Modeling Language (UML). This application is built with the PHP Hypertext Preprocessor (PHP) language and uses a bootstrap framework for the front-end as well as the Codeigniter framework for the back-end of the application.This application can be a medium for student learning in developing their knowledge and skills and make it easier for teachers / teachers to provide material and questions.

Keywords: Learning Room, SDLC, UML, PHP