

Abstract

Conventional learning and e-learning have their own strength and weakness. To combine strength from both learning system, blended learning concept was conceived. Nevertheless, researches about e-learning and blended learning focuses on e-content and applied technology, not on learning process. Blended learning system development mostly done based on intuition, not by guide from particular framework.

BLESS (Blended Learning Systems Structure) came as a framework for developing blended learning system in accordance of learning processes and using top-down approach. BLESS consists of five layers: blended learning course, course scenarios, blended learning patterns, web template, and learning platform. BLESS is reusable, because the patterns can be implemented into new scenarios, and can be implemented into other course. Web templates made according to patterns can be implemented in different learning platform.

According to analysis, it can be concluded that system's usability is increased when BLESS blended learning is implemented, compared to existing learning system.

Keywords: *e-learning, blended learning, BLESS, usability*