

ABSTRAK

SALEHUDIN (2013), Perancangan *E-Learning* Berbasis *Web* sebagai Sarana Pembelajaran Matematika Tingkat Sekolah Dasar, Dibimbing oleh TRISMAWATI, S.Si., M.T. dan TAMAM ASRORI, S.Kom.

Pembelajaran konvensional yang dilakukan secara klasikal cenderung monoton dan berorientasi pada target penguasaan materi karena lebih menonjolkan pada peran seorang guru dibandingkan peran anak didik. Pembelajaran konvensional yang diterapkan pada mata pelajaran matematika tingkat sekolah dasar merupakan salah satu contoh kasus yang membutuhkan perhatian dan solusi karena selain berkembangnya mitos yang menyatakan bahwa mata pelajaran matematika merupakan mata pelajaran yang paling menakutkan, istilah matematika juga diperkenalkan pertama kali secara formal pada tingkat pendidikan tersebut. Dengan demikian, metode dan media pelengkap berupa *e-learning* berbasis *web* sebagai sarana pembelajaran matematika tingkat sekolah dasar sangat dibutuhkan dalam kasus tersebut.

E-learning berbasis *web* sebagai sarana pembelajaran matematika tingkat sekolah dasar dapat dirancang dengan 5 tahapan, yaitu tahapan persiapan, tahapan pengumpulan, tahapan pendesainan, tahapan pemrograman, dan tahapan pengujian. Tahapan-tahapan tersebut dilaksanakan sejak tanggal 15 Oktober 2012 sampai dengan tanggal 15 April 2013 di Madrasah Ibtidaiyah Miftahul Ulum Kropak Bantaran Probolinggo.

E-learning berbasis *web* sebagai sarana pembelajaran matematika tingkat sekolah dasar berhasil dirancang dalam bentuk *educative quiz* dan *educative game* yang dikemas dalam sebuah halaman situs. *Educative quiz* dan *educative game* dirancang dengan menggunakan Macromedia Flash 8. Sedangkan halaman situs dirancang dengan menggunakan Macromedia Dreamweaver 8.

Kata Kunci: Pembelajaran Konvensional, *E-Learning* Berbasis *Web*, *Educative Quiz*, *Educative Game*, dan Halaman Situs.

ABSTRACT

SALEHUDIN (2013), *Web Based E-Learning Architecture as Mathematic Learning Instrument for Elementary School Grade*, Guided by TRISMAWATI, S.Si., M.T. dan TAMAM ASRORI, S.Kom.

Conventional learning had been being done classically inclined monotonous and understanding of material target oriented because it was more protrude the teacher's role than student's one. Conventional learning had been being done at mathematic lesson for elementary school grade was one of example of case needed attention and solution because of beside expanding of the myth mentioned that mathematic lesson was the most fearful lesson, the word mathematic was introduced first time formally at the education grade too. So, the complement method and media in voice web based e-learning as mathematic learning instrument for elementary school grade had been being very needed in this case.

Web based e-learning as mathematic learning instrument for elementary school grade could be architected by 5 steps, they were planning step, collecting step, designing step, programming step, and testing step. Those steps had be done since date October 15th, 2012 to date April 15th, 2013 in Madrasah Ibtidaiyah Miftahul Ulum Kropak Bantaran Probolinggo.

Web based e-learning as mathematic learning instrument for elementary school grade succeeded be architected in voice educative quiz and educative game were packed in a site page. Educative quiz and educative game were architected by using Macromedia Flash 8. But the site page was architected by using Macromedia Dreamweaver 8.

Key Words: *Conventional Learning, Web Based E-Learning, Educative Quiz, Educative Game, and Site Page.*