

## **Abstract**

In the traditional learning systems have drawbacks where the system presents the same material content for each user. Those problems would be unfair for some users and can affect the learning process of the user. To address these problems we need an adaptive system that corresponds to what the user wants, can be accessed anytime, and anywhere. The concept was later known as the ubiquitous learning. Adaptive presentation is one part of the development of adaptive systems where the content is provided in the form of text, video, audio, and modules that are adaptive. One basis for the development of adaptive systems is the determination of the model user. Parameters that can serve as a model user is the user's activity on social media and media learning (LMS). There are currently two of the most popular social media and most widely used, namely Facebook and Twitter. At this research, the author will build adaptive presentation system based on user activity on social media and learning media. User activity obtained will be mapped in the form of semantic activity graph. Calculation method used is the method of probabilistic. The calculation result can be used as an evaluation and the basic recommendation presentation material content of the system to be built.

**Keyword** : *ubiquitous learning*, adaptive presentation, *user model*, *FSLSM*, probabilistic theory