

## ABSTRACT

The learning process will happen if both parties meet face to face in the same time and place. Meanwhile, not everyone has the time to meet face to face in the same time and place and can solve intractable problems of education in the conventional way in which the teacher as the person who provided teaching materials and students as those who receive instructional materials must correlate each other or face to face. Distance Education (Virtual Class Room) can be used as one of the effective ways to address the educational issues that are difficult to overcome the conventional way

Based on the problems described above, it is necessary to build a virtual class applications by leveraging the latest e-learning which is one of the features of the e-university.

The research was conducted using an iterative and incremental method. This method is generally accepted best practice and highly recommended to develop a system or application, start from the smallest application to the biggest application. This research will result in a virtual class application, which is one of the features of the e-university. Virtual class applications built using the Java Media Framework is implemented in Java Swing and using SQL Server for database.

Key words : *virtual class, java media framework, e-university*