ABSTRACT

E-learning is an education system that uses electronic applications that support the development of teaching and learning activities with the media internet or other computer network media. Learning Management System (LMS) is a system that helps administration and serves as an e-learning content platform. LMS is used to create online learning materials based on the web and manage learning activities and their results. Senior High School (SMAN) 14 Bekasi teaching process is still done through face to face directly. With the e-learning can help the teachers in distributing the granting and collecting tasks without having to be in the classroom by using the internet, this can maximize the learning time in a limited class. With the existence of such problems it is necessary a Web-based application, which in it can do activities as well as easy monitoring of student assignments and student gathering. The method used is the method of data collection that is observation. Interview and frequently asked questions directly to reliable sources. The methodology required in the completion of this application is Prototype with the PHP programming language and the Codelgniter framework as well as with the MySQL database server. This application can be used to facilitate the process of teaching and learning without being bound by time and place. With this e-learning teachers can upload or download tasks at any time and provide student value. The conclusion of this e-learning is facilitate learning between teachers and students.

Keyword: Prototype, Codelgniter, E-learning