ABSTRACT

On this digital era, we can access almost everything online, including Education. Indonesia has been developing its *E-learning* system widely. One of the advantages of *E-learning* is that we can use it as a media of interactive learning, so the students could interact and explore the learning media itself, instead of only sitting in the class and receive the lessons from their teacher or tutor. Besides, *E-learning* gives the new learning experience in students' learning process so that the students' improvement in their learning performance are expected. Also, the students are expected to have more desire on learning. In this final task, *E-learning* was built using Moodle, a Learning Management System (LMS) platform and equipped with various interactive learning activity. The purpose of this *E-learning* is to implement Moodle-based *E-learning* and measure its performance and compare the learning method between *E-learning* method and conventional method. The final result is the *E-learning* system is able to raise students' score and comprehension of the lessons.

Kata kunci: *E-learning*, Moodle, Interactive Learning