ABSTRACT

In this globalization era, information and communication technology is growing fast, especially in education. One of the biggest achievements is e-learning, where is learning do by virtually. That's problem gave oppurtunity to the company to create an educational-based application such as Ruang Guru. One of feature in this application is "RuangBelajar", which is self-learning featured using videos that is contained explanation of the lesson who is delivered by tutor and assisted with animation videos. This study aims to determine the effect of using "RuangBelajar" featured on Ruang Guru Application Toward The Level of Understanding For Students.

The method of this study used descriptive analysis that was studied quantitatively by collecting questionnaire from respondent consist of several class IX students of 8 Junior High School, Bandung. Technique for collected primary data using questionnaires and observations, also using secondary data from 8 Junior High School Bandung parties, literature, internet, and previous research.

Based on the data from this research, "RuangBelajar" featured has a high category with value 79%. The level of student's understanding also has a high category with value 78%. That's shown that feature of "RuangBelajar" has a significant effect towards the level of student's understanding.

Key words :e-learning, featured, educational-based application