

## ABSTRACT

*XYZ Workshop is a VESPA motorcycle repair company that provides VESPA motorcycle service. XYZ Workshop can fix the VESPA variants such as Super 150, PX, Exclusive, Excel, Sprint. Vespa PX was one of the many VESPA variants found in the XYZ workshop. In fact, there are 1 employees who are experienced for 6 years in the process of repair service. But if so, the dependence on the employee is very high when not always the employee can work in the XYZ workshop. Therefore, it takes a medium so that the next employee can quickly learn even though the experience has not been much. It takes a sharing in the form of tacit Knowledge so that new employees can learn how to repair Vespa PX with a media that can help. In that case it can be created using e-learning content*

*The study aims to create e-learning content based off of a Tacit Knowledge workshop mechanic XYZ and the workshop owner in the Vespa PX repair process. In this study used SECI method (Socialization, Externalization, Combination, and Internalization) to produce a best practice, namely by knowing tacit Knowledge derived from workshop mechanic and workshop owner. While the ADDIE (Analyze, Design, Development, Implementation, Evaluation) method is used to create e-learning content.*

*In the final results of the research, there are e-learning coupling content, ignition repair, front brake repair, shockbreaker repair and replacement of the spark plugs can be used so that new employees can learn based on the results of e-learning content That has been created and can be used as reference in the repair service process in XYZ workshop.*

*Keywords: ADDIE, SECI, e-Learning*