

ABSTRACT

At SDN Cibereum still uses conventional learning media, such as books. The lack of books obtained by students can cause less than the maximum in learning delivered by the teacher. Not only the lack of books in elementary school also experienced the lagging of electronic learning media. Thus the use of media as a source of learning in learning activities has a very important meaning. In addition to completing, maintaining, and enriching the learning process of media that is domiciled to improve academic activities.

In this final project E-Learning will be made offline. With the electronic learning media technology, learning media E-Learning will be made. This e-learning will be made using the web. This e-learning has several features such as e-books, learning videos, and practice questions. The system to be created is expected to support learning activities between students and teachers.

This E-learning system has been implemented at Cibereum Elementary School which has been tested at the elementary school. Teachers and students can use this E-Learning system easily and help the learning process and also the introduction of technology to students. The average size of the success of the trial are three, namely ease, benefits, and appearance. From the evaluation of teacher respondents, the score was 79%, benefits 79%, and 79%. From the assessment of student respondents, the score was 86.25%, 86.25% benefits, and 83.12% performance.

Keywords: *E-learning, Visual Studio Code, Website, MOS.*