

## **ABSTRACT**

*SMA Santa Maria 3 Cimahi is a school under Yayasan Salib Suci Bandung. SMA Santa Maria 3 Cimahi was established in 1992. This school is located in the city of Cimahi, West Java. In 2013 SMA Santa Maria 3 was accredited A and had 492 students and 30 teachers. The use of technology is now a necessity for a concept and mechanism of web-based teaching and learning. Various ways and methods in learning have been attempted. In a global era like now it must be related to information technology for example in the field of education especially at SMA Santa Maria 3 Cimahi. All this time the learning process in SMA Santa Maria 3 Cimahi is still conventional. If a meeting between students and the teacher does not occur or the teacher is absent and the learning time is limited by the school, then the learning process will automatically be hampered. Various new concepts and techniques in teaching have been developed to replace traditional methods that only rely on one-way teaching methods in the classroom.*

*E-Learning appears as a solution to the many problems that arise due to limited time, place and the number of meetings between teacher and student. E-Learning as a tool in the learning process offers several advantages so that it can solve problems that often arise in the learning process. E-Learning can help teachers in distributing their teaching materials without having to be in class using the internet, this can maximize learning time in limited classrooms. This e-learning can facilitate media distribution of subject matter, media distribution of assignments, as well as a student discussion forum media. In this E-Learning application it has 3 actors namely admin, teacher, student.*

*In this research, UI / UX design is carried out in making E-Learning applications using the UCD (User Centered Design) method because based on the problem the user needs are not met and the UCD method is able to find out user-centered needs so as to facilitate the user in achieving their needs. In this study the UCD method is used as a user interface design in accordance with the experience and needs of users in using e-learning applications in learning media. The final result of this research is a design solution in the bebright e-learning application of SMA Santa Maria 3 Cimahi which has been tested. The test results on the design solution get a SUS score of 71.6 which means it can be accepted by the user.*

*Keywords : SMA Santa Maria 3 Cimahi, E-learning, UCD*