

ABSTRACT

The development of information technology is now a major change from the process that is carried out manually into digital. In the development of information technology that is developing rapidly is the potential to improve the quality of education. SMA Santa Maria 3 Cimahi is a Private High School in the city of Cimahi which has been established since 1992 and is under the auspices of the Holy Cross Foundation Bandung.

SMA Santa Maria 3 Cimahi still uses conventional learning methods that cause problems, which have limited time in implementing the learning process. In addition, the learning process currently being carried out is still manually using paper. This can cause paper waste. From the teacher's perspective in overcoming this problem by using a variety of media, but there are other problems that are required by the teacher and students to make adjustments to the media used so that it will require more time.

From these problems, we need an application that can help teachers manage the learning process for students in the class being taught, and help students carry out the learning process provided by the teacher. E-Learning is a learning method using information technology that is connected through the internet with access that can be done anywhere and anytime. The use of E-Learning functions as a learning medium that can be accessed without restrictions and facilitates teacher performance to provide more effective teaching to students. This E-Learning application is named BeBright to accommodate the problems of the learning process at SMA Santa Maria 3 Cimahi.

BeBright application development uses the Laravel framework and MySQL database. The application development method in this research is Extreme Programming. Extreme Programming is an application development methodology in an agile approach that focuses on communication between application developers, performs system design flexibly and helps to keep the system design process under control. This method can also adjust to rapid changes of user requirements. By using the Extreme Programming method, it produces features that can help the teacher in managing the learning process, namely managing the class being taught, materials, assignments and examinations. Researchers provide hope that the E-Learning application will be useful for the advancement of education in the future.

Keywords: E-Learning, Extreme Programming, SMA, Information System Design