Abstract

E-Learning or electronic learning is one of the means needed in the current learning process. Therefore, the development of E-Learning becomes one of the important things to do, one of which is how E-Learning remainsin demand and becomes the main means that users always visit in the learning process. Interface or interface is important in creating a quality of virtual-based learning. The thing to do to build an E-Learning is the interaction between the user and the computer, based on the view of the aspects of graphs, layouts of information and logic innavigating. Therefore, the study designed interface interactions based on Personality Trait in learning applications. The author uses the Big Five personality approach which is used as an instrument to dredge the user's personality.The interaction design method used is UCD or User Centered Design. This method involves the user from the beginning to the end of the process. There are 5 stages in UCD, first, plan the human centered process, then specify the context of use, specify user and organizational, product design solution, last, evaluate. The application prototype is then piloted and evaluated using the E-Learning Usability Scale (EUS) to measure the usefulness of the E-Learning interface.

Keywords: Interface, E-learning, personality, UCD, EUS, big five Personality