

## ABSTRACT

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*In the current era of globalization, information and communication technology plays an important role in learning. One way to improve the quality of learning is to use learning media. E-learning is learning that is done via the internet. The application of Media Learning Web Apps can be applied to children with dyslexia where the focus of Media Learning Web Apps is as a learning medium in the form of visuals where children with dyslexia can see 3D simulation objects of objects or introduction to healthy food in the real world. In addition to this object being able to implement an animation because normally people are more interested in an object that moves dynamically than statically, this can also help dyslexic children to be more interested in paying attention to objects with the aim of facilitating the learning process. The last thing is also in the Media Learning Web Apps, the application of video is implemented so that the 3D simulation form accompanied by animation is more attractive for children with dyslexia. With the problems mentioned above, the learning process and games can be combined into an application using the Media Learning Web Apps method for dyslexic children to introduce healthy food.*

*In this final project, the author tests the quality measurement of Media Learning Web Apps because the accuracy of the appearance of Media Learning Web Apps objects is very important to determine the stability of the appearance of objects, the author also tests software performance through black-box testing and measures Quality of service. In addition, the authors perform user testing to test how reliable the application is in its use.*

*Keywords: E-learning, Website, Java script.*