ABSTRACT

This Final Project develops Pojokoding, a programming learning platform aimed at addressing the "Tutorial Hell" problem commonly experienced by novice programmers. This condition, as identified from a survey at Telkom University, shows that 79.3% of 58 respondents completed less than five projects within 3-6 months, indicating a lack of active application of the programming knowledge acquired. Pojokoding is designed to encourage active thinking and trial and error practices through training features that enable automatic code execution and testing. This facilitates users to learn from mistakes directly, enhancing their understanding and skills in programming. The focus of this application is the Javascript programming language, and this platform is specifically developed for the web. The application development process involves web design and development methods, as well as the use of modern tools and technology. The main goal is to help users overcome the "Tutorial Hell" challenge and promote more interactive and effective learning. The conclusion of this project indicates that with an application like Pojokoding, programming learning can become more structured and oriented towards practical application, thus providing concrete solutions to the existing problems.

Keywords: tutorial hell, active thinking, interactive, programming, trial and error