

Abstract

Object-oriented programming is a subject of learning about object-oriented programming using java language. However, many students who struggle to understand the object-oriented programming algorithms when learning from a book or when attending class. This is because the difficulty of the course the students to imagine that there are algorithms because they are already accustomed to using a structured concept so hard to move to the concept of objects and the number of meetings at which classes quite a bit which is two times a week.

E-Learning is a content and instructional methods by using electronic applications with media, Internet or intranet to build the knowledge and expertise with the aim of learning a particular individual or organization.

Design method, content or material that is supported by instructional design approach ADDIE Model (Analysis-Design-Develop-Implement-Evaluation) is required to develop a way of teaching in the delivery of material to produce an optimal outcome, making it easier for students to master the material object-oriented programming.

ADDIE implementation in this application not only in conveying the material, but will include the development of the learning process by considering what must be learned, how environmental conditions and characteristics of teachers and whether users get what is needed. ADDIE model selection based on several considerations that have clear steps to follow and structured, and simple stage. On the other hand, includes aspects isomorfi ADDIE (scientific studies), systematic (sequential and focused in solving problems), and synergistic (the value added of the overall activity) so that communication will be clearer by defining the needs from the start, catching problems early, and reduce the cost and time.

Implementation of e-Learning will have three user is admin, tutor, member of the student D3 IT Telkom. Presentation material will make use of multimedia-based motor elements with accompanying audio, in the form of representation with a combination of text, images, animations and videos that support the absorption of memory in understanding the material and make it easier to catch the concept of matter.

Therefore, with the application of e-learning web-based PBO on the intranet in the IT Telkom is expected to be a solution to overcome the constraints of existing learning.

Keywords: *elearning PBO, Flash, PHP procedural, Addie*