Analisis *User Experience* dan *Usability* Terhadap Sistem Pembelajaran Berbasis Teknologi Informasi Menggunakan *Usability Testing*

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ABSTRAK

Perkembangan teknologi informasi telah menyebar dengan pesat sehingga berdampak pada sistem pembelajaran beberapa sekolah di Indonesia, seperti di SMP Islam Al-Azhar 37 Pekanbaru yang telah menerapkan sistem pembelajaran berbasis teknologi informasi yaitu penggunaan iPad yang tujuannya menggantikan buku sebagai alat bantu pembelajaran, penerapan sistem ini juga sebagai sarana untuk adaptasi pada masa transisi era digital. Dilakukannya analisis *user experience* dan *usability* dengan penyebaran kuesioner USE kepada seluruh siswa sehingga terlihat bahwa variabel *usefulness, ease of use* dan *ease of learning* dengan uji simultan memiliki pengaruh yang signifikan terhadap variabel *satisfaction*. Tetapi dalam uji parsial, hanya variabel *ease of learning* yang tidak signifikan terhadap variabel *satisfaction*. Pengukuran *usability* menunjukkan bahwa nilai kelayakan sebesar 77,13% yang berarti *usability* sistem pembelajaran berbasis teknologi memiliki nilai layak. Dalam penelitian ini dilakukan pemberian rekomendasi terhadap beberapa permasalahan yang perlu untuk diperbaiki berdasarkan dari pengalaman pengguna (*User Experience*) dan *usability*.

Kata kunci: *User experience*, *usability*, Kuesioner USE, iPad

USER EXPERIENCE AND USABILITY ANALYSIS OF LEARNING'S SYSTEM BASED INFORMATION TECHNOLOGY

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ABSTRACT

The development of information technology had spread quickly that impacted on the learning system of several schools in Indonesia, such as in Islamic Junior High School Al-Azhar 37 Pekanbaru which implemented a learning's system based information technology, it was using iPad that to replaced books as learning's tools. the application of this system means for adaptation to the transition to the digital age. The user experience and usability analysis are done by distributing USE questionnaires to all students in Islamic Junior High School Al-Azhar 37 Pekanbaru so that proves that usefulness, ease of use and ease of learning variables have a significant influence with satisfaction variable simultaneously. But in the partial test, only the ease of learning variable insignificant with the satisfaction variable. Usability measurement shows that the feasibility value is 77.13% which means that the usability of learning's system based information technology has a worthy. In this research, recommendations were made on several issues that need to be repair based on user experience and usability systems.

Keywords: *iPad, Usability, USE Quessionair, User experience*