



PROJECT REPORT
Building an E-Learning
at Computer Science Department Using Atutor

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11.02.0036

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INFORMATICS ENGINEERING DEPARTMENT
FACULTY OF COMPUTER SCIENCE
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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

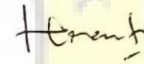
Building an E-Learning at Computer Science Department Using Atutor

by
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This project report has been approved and ratified by Faculty of Computer Science on July 14th, 2016

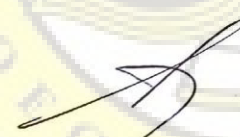
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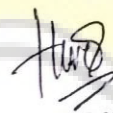
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STATEMENT OF ORIGINALITY

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ABSTRACT

Most of the e-Learning website that exists only provides upload material from the instructor and downloads for students. To make e-Learning a more interactive communication facilities as well as provide media delivery tasks required of the students Learning Content Management System (LCMS) that Atutor. ATutor was chosen because it has small installation size, comprehensive features and easy to apply according to needs. In this project the ATutor is used at Unika Soegijapranata Computer Science Department.

The methodology used to complete this project, starts by finding out what are the tools required for an e-learning. Install LCMS Atutor, then complete the user profile data. Analyze the functions of all the existing tools in Atutor. The final step is to apply the Atutor to e-learning.

With Atutor features that are more interactive, instructor and students become easier to communicate in the learning process through comments, students easier in submitting assignments and instructor have many options in making tests. Thus e-Learning with communication facilities and delivery media task is indispensable in the process of learning.

Keywords: *Learning Content Management System (LCMS), E-Learning, Atutor.*

PREFACE

The report of this project, entitled: Building an E-Learning at Computer Science Department Using Atutor contains several chapters. The first chapter contains background, existing problems and objectives of this project. Chapter II contains an explanation of the Atutor LCMS and tools that will be developed.

Chapter III describes the methodologies and plans to complete the project. Chapter IV describes the exploration of design for this project. Chapter V describes the implementation of the project. Explain all the tools of the program that became the main processes of the project. And display the results of the testing program. Chapter VI contains the conclusions obtained as well as the author of the advice given to readers who would like to develop this project.

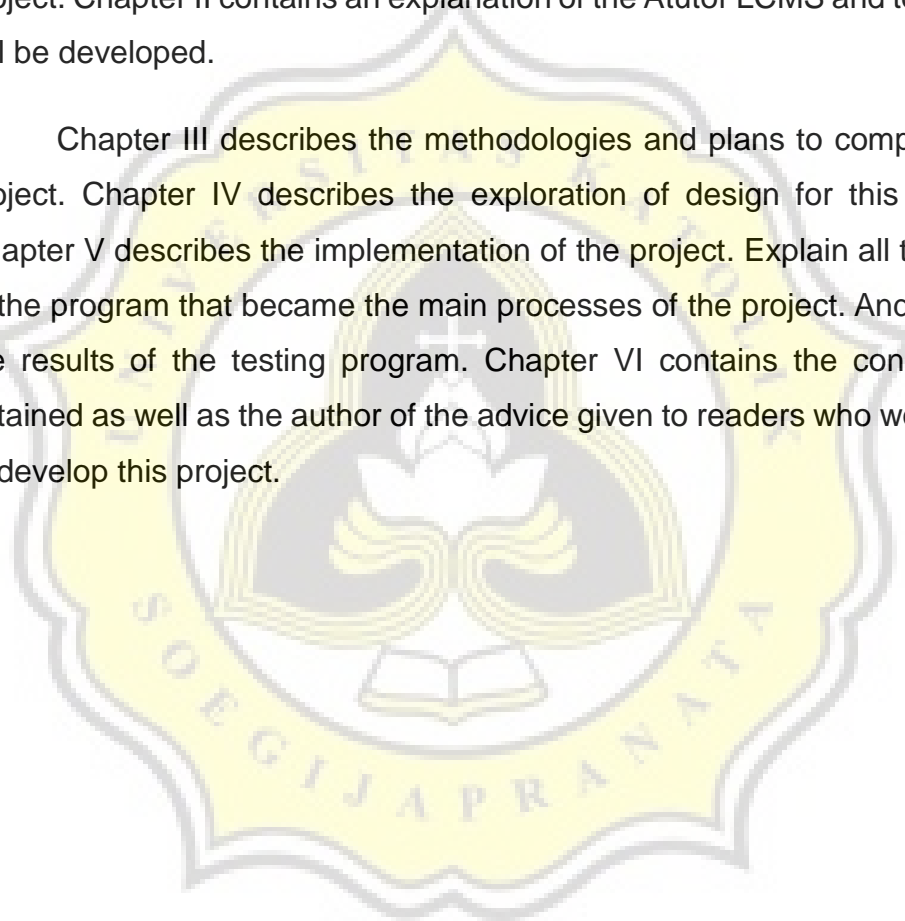


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