

# Pengembangan Desain Instruksional dan Desain Antarmuka Aplikasi Berbasis Web Kursus Pemrograman: Studi Kasus Skydu Academy = Development of Instructional Design and Interface Design of Web-Based Application Programming Courses: Case Study of Skydu Academy

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## Abstrak

Adanya kursus pemrograman daring diharapkan dapat membantu dalam meningkatkan kompetensi orang-orang yang memiliki minat terhadap pemrograman sehingga bisa memenuhi kebutuhan ahli di sektor digital terutama programmer yang saat ini jumlah antara kebutuhan dan permintaan masih tidak sebanding. Meskipun banyak orang yang memiliki minat pemrograman dan kursus pemrograman daring sudah mulai menjamur, masih ditemukan berbagai kendala seperti kesulitan dalam memahami materi pemrograman. Tujuan dari penelitian ini ialah merumuskan kebutuhan untuk menerapkan desain instruksional dan mengembangkan desain antarmuka bagi sasaran utama penelitian ini serta berdasarkan hasil analisis dan rancangan umum yang telah ditentukan dengan studi kasus Skydu Academy. Penelitian ini menggunakan pendekatan metode campuran. Dilakukan penyebaran kuesioner untuk mendapatkan data kualitatif dan pelaksanaan evaluasi usability testing untuk mendapatkan data kuantitatif dan kualitatif. Selain itu, dilakukan juga analisis terhadap prinsip-prinsip dari Gagne's Nine Events of Instruction, Chickering and Gamson's Seven Principles of Good Practice in Online Teaching, dan Shneiderman's Eight Golden Rules of Interface Design. Hasil menunjukkan bahwa evaluasi usability testing dari segi kuantitatif memiliki task success rate sebanyak 93.32% dan dari segi kualitatif mayoritas partisipan menyatakan ekspektasi belajar pemrograman menggunakan aplikasi ini sudah terpenuhi.

.....The existence of an online programming course is expected to help in increasing the competence of people who have an interest in programming so that they can meet the needs of experts in the digital sector, especially programmers, which currently there are a shortage of programmers. Although there is many people interested in programming and many online programming courses, there are still many obstacles such as difficulties in understanding programming material. The purpose of this research is to formulate the need to implement instructional design and develop interface design for the main objectives of this study and based on the results of analysis and general design that has been determined by the Skydu Academy case study. This research uses a mixed-methods approach. Questionnaires were distributed to obtain qualitative data and the evaluation of usability testing was carried out to collect quantitative and qualitative data. Also, the analysis of the principles of Gagne's Nine Events of Instruction, Chickering and Gamson's Seven Principles of Good Practice in Online Teaching, and Shneiderman's Eight Golden Rules of Interface Design has been conducted. The overall results showed that the evaluation of usability testing has a task success rate of 93.32% in quantitative and expressing the participant's expectation to learn programming has been fulfilled in qualitative.