

ABSTRACT

**DEVELOPMENT OF LEARNING MEDIA FOR
PEOPLE WITH DISABILITIES BASED ON WEB-
BASED USING *AGILE* METHODS**

By

Khanif Rahmah Fadhilatus Salamah

19102020

Behind the increasingly advanced education, in Indonesia the quality of education is now very poor. There are several problems found in the education system in Indonesia that result in the quality of education declining. Illiteracy is the inability or difficulty to read and write well experienced by a person. Not only that, illiteracy greatly impacts the quality of everyone. People with illiterate people really need education so that they can be like society in general. One of the efforts to reduce the number of illiterate people is the creation of learning media using web-based agile methods with black box testing. The Agile method is one of the effective software development methods. This research aims to provide web-based learning media for the elderly community of Gunungmujil village. In making this learning media using the Agile method with six stages in it. This research produced learning media for alphabet recognition and punctuation. In the N-gain test conducted on 9 people produced an N-gain score value of 0.753 in the category of interpretation of N-Gain effectiveness including the criteria of quite effective.

Keywords : Literacy, Learning Media, *Agile* Methods, N-Gain Testing.