

**PERANCANGAN *EBOOK* MENGGUNAKAN *EBONI GUIDELINES FOR DESIGNING ELECTRONIC TEXTBOOKS* DAN *EBONI METHOD*
(Studi Kasus Diktat Perkuliahan Teknik Industri Universitas Diponegoro)**

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ABSTRAK

Tugas Sarjana ini berisi tentang perancangan ebook sebagai buku ajar mata kuliah Analisis Pengukuran Kerja (APK). Proses perancangan ebook dilakukan dengan menggunakan EBONI Guidelines for Designing Electronic Textbooks. Berdasarkan hasil penerapan Guidelines tersebut didapatkan 3 alternatif desain. Tahap berikutnya adalah mengevaluasi 3 alternatif desain ebook tersebut, menggunakan metode Electronic Book Onscreen Interface (EBONI) yang terdiri dari 4 fase. Pada fase 1 yaitu selection of material, 3 alternatif desain ebook dibedakan berdasarkan navigation design, page layout dan content design. Pemilihan responden dilakukan pada fase 2, yaitu mahasiswa teknik industri yang belum pernah mengambil mata kuliah APK. Pada Fase 3 diberikan 3 tasks kepada responden, yaitu Scavenger Hunt Task, Visual Fatigue Task dan High Cognitive Skill Task. Setelah responden menyelesaikan beberapa task, fase berikutnya adalah responden mengevaluasi ketiga alternatif desain ebook menggunakan subjective satisfaction questionnaire, yang terdiri dari subjective satisfaction dan user preferences. Pemilihan alternatif terbaik dilakukan dengan menganalisis efisiensi desain ebook dalam menemukan informasi, visual fatigue, high cognitive skill, overall satisfaction dan user preferences. Berdasarkan hasil penelitian, dapat diketahui bahwa alternatif desain ebook 2 merupakan alternatif desain ebook terbaik karena menghasilkan waktu pencarian informasi yang lebih efisien, high cognitive skill score yang paling tinggi, dan lebih banyak dipilih oleh responden, dalam hal kepuasan maupun preferensi.

Kata Kunci : Ebook, Analisis Pengukuran Kerja (APK), EBONI Guidelines for Designing Electronic Textbooks, Metode Electronic Book Onscreen Interfaces (EBONI)

ABSTRACT

This project contains designing ebooks as a module of Work-Measurement Analysis subject. The ebook designing process is done using EBONI Guidelines for Designing Electronic Textbooks. Based on the guidelines application result, there are obtained 3 alternative designs. The next step is to evaluate these 3 alternatives using the Electronic Book Onscreen Interface (EBONI) method which consists of 4 phases. In the first phase, i.e. the selection of material, 3 alternative e-book designs was categorized based on the navigation design, page layout, and content design. The selection of respondents is conducted in the second phase, i.e. to those of industrial engineering students who have never taken the Work-Measurement Analysis subject. In the third phase three tasks are given to the respondent, namely Scavenger Hunt Task, Visual Fatigue Task and High Cognitive Skill Task. After completing several tasks, the next phase is that the respondents evaluate the three alternative designs using subjective satisfaction questionnaire, which consists of subjective satisfaction and user preferences. The selection of the best alternative is done with analyzing the efficiency of e-book design in finding information, visual fatigue, high cognitive skills, overall satisfaction and user preferences. Based on the result, it is known that the alternative e-book design 2 is the best because it spends the information-searching-time more efficiently, results in the highest score of high cognitive skills, and it is the most preferable for respondents in terms of satisfaction and preferences.

Keywords : *E-book, Work-Measurement Analysis, EBONI Guidelines for Designing Electronic Textbooks, Electronic Book Onscreen Interfaces (EBONI) Method*