

RINGKASAN

Penelitian ini merupakan penelitian kuantitatif yang bertujuan untuk mengetahui, menganalisis, serta menguji Pengaruh *Learning Management System* (LMS) eLDirU dan Model Pembelajaran *Project Based Learning* Terhadap Motivasi Belajar Mahasiswa. Populasi pada penelitian ini adalah mahasiswa Pendidikan Ekonomi tahun 2021-2022 yang berjumlah 94 mahasiswa, dengan *Nonprobability Sampling* adalah teknik pengambilan sampel yang tidak memberi peluang atau kesempatan sama bagi setiap unsur atau anggota populasi untuk menjadi sampel.

Sumber data penelitian ini didapatkan dari kuesioner penelitian, buku, serta artikel atau jurnal ilmiah yang terpublikasi. Kuesioner penelitian disajikan dalam bentuk kuesioner tertutup menggunakan *skala likert*. Teknik analisis data yang digunakan dalam penelitian ini, yaitu uji validitas, uji normalitas, uji multikolinearitas, uji heteroskedastisitas, uji koefien determinasi (R^2), regresi linear berganda, uji statistik F, dan uji statistik t. Data kuesioner penelitian ditransformasi menjadi data interval menggunakan *Method of Successive Intervals* (MSI) berbantuan *Microsoft Excel*, dan analisis data menggunakan program SPSS versi 26.

Hasil penelitian menunjukkan bahwa : 1) *Learning Management System* (LMS) eLDirU berengaruh positif dan signifikan terhadap motivasi belajar mahasiswa. 2) Model Pembelajaran *Project Based Learning* berpengaruh positif dan signifikan terhadap Motivasi Belajar Mahasiswa. 3) *Learning Management System* (LMS) eLDirU dan Model Pembelajaran *Project Based Learning* berengaruh positif dan signifikan terhadap motivasi belajar mahasiswa. Implikasi dari penelitian ini yaitu : 1) Desain LMS eLDirU selalu konsisten dalam penggunaannya sehingga diharapkan dapat membuat motivasi belajar mahasiswa menjadi meningkat. 2) Dosen diharapkan turut membantu kemampuan mahasiswa dalam membuat kesimpulan dari sebuah projek terutama ketika pembelajaran dengan menggunakan metode PjBL.

Kata Kunci : *Learning Management System* (LMS) eLDirU ,Model Pembelajaran *Project Based Learning*, Motivasi Belajar Mahasiswa.

SUMMARY

This study is a quantitative research aimed at determining, analyzing, and testing the Influence of the Learning Management System (LMS) eLDirU and the Project Based Learning Model on Student Learning Motivation. The population in this study consisted of 94 students majoring in Economic Education in the academic year 2021-2022. Nonprobability Sampling was used as a technique for sample selection, which does not provide equal opportunity for every element or member of the population to become a sample.

The data sources for this research included research questionnaires, books, as well as published scholarly articles or journals. The research questionnaire was presented in the form of a closed questionnaire using a Likert scale. The data analysis techniques employed in this study included validity testing, normality testing, multicollinearity testing, heteroskedasticity testing, coefficient of determination (R^2), multiple linear regression, F-test statistics, and t-test statistics. The questionnaire data were transformed into interval data using the Method of Successive Intervals (MSI) assisted by Microsoft Excel, and the data analysis was performed using SPSS version 26.

The results of the study show that: 1) the eLDirU Learning Management System (LMS) has a positive and significant effect on student learning motivation. 2) The Project Based Learning Learning Model has a positive and significant effect on Student Learning Motivation. 3) The eLDirU Learning Management System (LMS) and the Project Based Learning Learning Model have a positive and significant impact on student learning motivation. The implications of this study are: 1) The design of eLDirU LMS is always consistent in its use so that it is expected to increase student learning motivation. 2) Lecturers are expected to help students' ability to make conclusions from a project, especially when learning using the PjBL method..

Keywords : *Learning Management System (LMS) eLDirU, Project Based Learning Model, Student Learning Motivation*