ABSTRACT

In this changing world, people are enforce to equipped them self with skills and continuous learning. The existence of Internet is changing over the concept of education, with Internet people can easily collaborating and discussing within different place and different time. Bina Nusantara University as the learning environment is playing the important function to drive students to be self-motivated learners, and develop a better student characteristic to become more life learners. The contribution of university as the learning policy maker is also important in improving the quality of learning of their student.

Bina Nusantara as a leader in IT, put attention to their student. The learners profile seems to be the priority before moving to the virtual class. The habit and culture of internet utilization can be the significant role of how learners do their study in virtual mode. This condition should be sustained by the digital learning environment and the availability of interactive multimedia package, since it will force and support the learners to collaborate in the virtual learning.

The objective of this research is to dig out how is the perception of learners in 3 variables i.e. Learners characteristic, Interactive multimedia package and digital learning environment to achievement of quality learning outcome.

The benefit of this research is meaningful for those who are involve in this area, student as the biggest role in this matter is giving the significant impact to the successes of the implementation. Therefore the university as the training provider will receive the biggest save by saving the money from the space rent for physical classes and the role of teacher will be different in the sense that they are not giving more lectures instead, only creating the adjustable material for their various type of virtual students.

From the statistic result, it is proved that all variables mention above except learners’ characteristic has given an impact to the achievement of quality learning outcome. Even though it is not a significant impact since this is still only in the trial classes, but it is positively correlated. For learners’ characteristic, the only factor that has relation with the learning outcome is the internet time used for study.

The implementation of those results is the strategy to be change and keep changing became as flexible as it could be, is the best strategy in relation to be the knowledge oriented university in Indonesia. The strategy to be change to virtual university can be considered as a positive action; however it is better to analyze another factor that is critical to this change.

Keywords: Learners' Characteristic, Digital Learning Environment, Interactive Multimedia Package, Effectiveness, Quality Learning Outcome