

Development of the Learning Media of IoT Application Market Drivethru Module Based on Wemos for Supporting Interfacing Courses

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ABSTRACT

The internet provides a variety of service benefits and facilities that can be used as a sophisticated information and communication media. Internet of Thing or IoT is an architecture consisting of special hardware, software systems, Web API, protocol, which together are specifically designed to carry out certain tasks connected to the internet. This study aims to develop an internet of thing application learning media model in the Wemos-based market drivethru module that is appropriate for the interface engineering course of the UNY Electrical Engineering Education Department. The method used uses research and development methods, with each stage of the sub-system will be tested for evaluation and improvement of the system until the system is in accordance with the research design. The results of this research in the form of learning media can increase student motivation in learning and improve student competency in interface engineering courses.

Kata Kunci: *Internet of things, learning media, interfacing*