

## **ABSTRACT**

*Bandung Smart City is the Bandung government program that aims to make Bandung become a smart city. Smart city is a city in which the lives of the people in the city can be arranged by the role of information and communication technology. One of the dimension of the smart city is the smart people. Smart people can be access by several indicator, training and development; e-Learning; human capital and research; development and innovation. One of the things that can be done to improve the intelligence of Bandung residents is to create a learning application (e-Learning). Seeing characteristic of Bandung citizen who frequently access social media, e-Learning application is built using social media concept (Social e-Learning).*

*Rational Unified Process (RUP) method is used to develop Social e-Learning application. The feature development in this application is done by using several iterations. The purpose of this iteration is to provide improvement to the feature that has been built before. Social e-Learning application is built using Java Enterprise Edition technology to produce strong application with the support of multi-tier architecture.*

*This research produce a Social e-Learning application that focus on collaboration and communication space module. Collaboration and communication space module is a module which provide a range features that allow citizen to communicate and collaborate with other member of group (community). With this application then Bandung will have a media that can be used by citizen to interact and share the knowledge. with this, it is expected that Bandung Smart City program can be realized as soon as possible by making Bandung citizen become the smart people that also is one dimension of the smart city.*

*Keywords: Social e-Learning, smart people, collaboration and communication space module.*