

# MULTIMEDIA FOR COURSE BASKETBALL WORKING EXPERTISE

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**Abstract:** This study aims to develop learning media by using multimedia in basic basketball skills courses so that helping physical education students in the learning process can achieve competence. The method used is research and development. Respondents in the study were students in the physical and health education study program at the Faculty of Teacher Training and Education Universitas Sriwijaya. The instrument obtained through testing was classified into 2, namely qualitative data and quantitative data. Qualitative data in the form of suggestions put forward by media experts, material experts, and linguists as well as students are collected and described to improve this learning multimedia product. The results of the study on small-scale trials obtained a percentage of 68.75 which is the average yield of 20 respondents who were tested included in the category of "quite decent". The results of a large-scale multimedia development trial in the basketball game working course obtained a percentage of 83.43 which is the average yield of 55 respondents who were tested included in the category of "feasible" to be used as multimedia. The findings in this study are multimedia that can be used by students for learning basketball. The implication of this study is that multimedia learning models can be applied to basketball learning.

**Keywords:** development, multimedia, basketball games

## 1. INTRODUCTION

The courses in the physical and health education study program are the basic skills courses in basketball. This course weighs 2 credits consisting of 1 theoretical credit and 1 practice credit, which is carried out in semester 1. This lecture material provides an understanding of science which includes basic techniques in volleyball games including under passing, top passing, bottom service, top service, smash and block, while for basketball game tactics students learn defense and attack techniques by applying volleyball learning in the school

environment and implementing a competition system, implementing a match organization system, applying game rules so that they can be used as competencies to become teachers, coaches and referees. The learning process on the subject of basic skills in the game of basketball in the Health Education Program so far is still lacking and needs to be addressed. Lecturers are still a source of information for students, so students are less active and creative, the learning methods used are still monotonous and do not utilize the learning media that are available. The learning process that occurs is less able to motivate, be interesting, be fun, and be meaningful to students. This can cause lecture competence to be less achieved.

Ayitney, Education is one of the fields has greatly benefited from the unique advantages of multimedia. They allow teachers to deliver content in various forms to students [2]. Linda, Students' success in Physical and Health Education depends largely on the learning process which teaching method is a greater part of [9].

Quality of lecturers in teaching needs to be improved, especially related to the demands of lecturers' tasks in the current era of globalization. Hartati, H., Destriana, D., & Aryanti, S, science and technology are advancing, developing rapidly and globally. This requires instructors in higher education to improve the quality of teaching so that produce high-quality graduates [5]. Yegon., Ongus., & Njuguna, technology is becoming a major revolution within every aspect of human life. This matter significant impact on education [13].

Utilizing advances in information and communication technology especially computer technology in learning activities are expected to help solve the learning problems faced. The choice of the right media is believed to help deliver messages correctly, effectively, efficiently, can create and enrich learning experiences, able to present a picture of an event as close or as real as possible, and able to improve student activity and skills.

Multimedia can function as a communication system. Becomes a system because it is a group /

object that is related and works together to produce a desired result. Um, E., Plass, J. L., Hayward, E. O., & Homer, B. D, multimedia learning models mostly focus on cognitive factors and do not consider the impact on learning. This is supported by research showing that the emotional design of multimedia learning materials can encourage positive emotions and understanding in students [12]. Kittidachanupap, N., Singthongchai, J., Naenudorn, E., Khopolklang, N., & Niwattanakul, S, Assimilation in use with multimedia applications and learning activities can increase children's interest during the learning process. So that it can be easier in understanding learning material [8]. Bonsignore, E., Quinn, A. J., Druin, A., & Bederson, B, as for the advantages in developing multimedia applications for children's education that is enhanced children's learning the performance [4].

Based on the description above, researchers are interested in developing learning media through research and development models in learning basic skills courses in basketball. This research and development is expected to produce a medium in the form of flash learning media for effective basketball basic skills courses. Multimedia is expected to help students in the learning process so they can achieve competence. Students can utilize flash learning media using a laptop used to study at home.

## 2. MATERIAL METHODS

This research uses research and development methods. These steps are adapted into the following seven development research design procedures (1) Collecting information in the field, (2) Analyzing the information that has been collected, (3) Initial product development (Draft Model), (4) Expert Validation, (5) Small-scale field trials and revisions, (6) Large-scale field trials and revisions, and (7) Manufacture of final products. The subjects of this study were 55 Physical and Health Education Faculty of Teacher Training and Education students in Universitas Sriwijaya.

## 3. RESULT AND DISCUSSION

### 3.1. Results

In this study the needs analysis is carried out to determine the problems that occur in the field. This relates to the multimedia model in the course of work (basketball). Lectures on the subject of work namely the theory and practice of basketball subjects are divided into 2 namely learning theory and practice. Theoretical material when implementing learning is not optimal, because learning media do not yet

support. Based on the problems, multimedia will be developed that can improve basketball learning outcomes. The focus of developing a multimedia model is improving basketball learning outcomes.

Based on the results of Validation Expert Material Basketball Multimedia Development in the First Stage obtained a percentage of 67.3 thus it can be stated that according to the material experts, the first validation stage of developing multimedia basketball learning from the material aspect gets a "quite feasible" category. Based on the results small scale of the Validation of the first stage of media experts the percentage obtained was 68.75, it can be stated that according to the media experts the first validation stage of developing multimedia basketball learning from the aspect of media is to get the category "quite decent". Based on the results of Validation Linguists Validation in the first stage of the percentage obtained 62.5, stated that according to linguists, the development of multimedia basketball learning from the aspect of languages get the category "quite feasible".

The results of research on large-scale trials stated that the product developed in the form of a multimedia course (basketball) was said to be feasible to use. The percentage of research results obtained by 83.43 included in the category "Eligible".

## 3.2. DISCUSSION

Aryanti & Victorian Basketball is a sport that continues to develop at any time, along with the development of technology at this time, and there are many sports that use technology in its development. This technological development is very important for everyone [1]. Istiqlal, learning resources are components of the teaching system in addition to messages, people, techniques, settings and equipment can use media [7]. Multimedia development in this research through the steps starting from the needs analysis, gathering information, designing products, validating experts, small-scale trials, conducting initial product revisions, second-stage expert validations, large-scale trials, final product revisions and products the end of interactive multimedia. The expert validation step is carried out in two stages. The first stage is used as a basis for revising the deficiencies that exist in the developed multimedia. Mayer, the message contained in learning that uses multimedia is to foster communication that contains words and pictures [10]. Ibrahim., & Ahmad, as for multimedia mobile application, the learning theories that could be implemented include the cognitive,

social, sensory stimulation theory, affective and psychomotor [6].

The initial step of this research development begins with expert validation. Validation experts use 3 validators namely material experts, media experts, and linguists. Based on suggestions from basketball material experts, the language used is difficult to understand by users, the multimedia used is not practical, the learning activities of basketball are not appropriate so it needs to be revised, and the multimedia design is not yet creative. Based on media experts, the multimedia that is displayed has not yet attracted the user's interest, multimedia does not vary, multimedia design is less creative, and the presentation of multimedia is not attractive yet understood by the user so there needs to be improvement.

Based on linguists, the language used is not understood, multimedia is not easy to operate, does not vary, and the design is not creative so it needs to be improved. According Rusmiyati, Nurkamto and Haryanto, multimedia has a positive impact on students' understanding of material. This is seen when students no longer think abstractly, with multimedia used by teachers in the classroom and in the laboratory [11]. Azimi, K., Ahmadigo, J., & Rastegarpour, H, the findings in this study were obtained by students who are trained using multimedia have a high average value (performance) compared to students who are trained using traditional methods [3].

The results of the expert's validation show that they are in the "Fair Enough" category so they can be tested on small scale trials. The next step after a small-scale trial results obtained from respondents then revised, after the revision continues the next stage is expert validation again. Aiming that multimedia products can be carried out at the next stage, namely on large-scale trials. The second stage of validation is based on the results of the material experts, namely the language used is difficult to understand by users, multimedia is not practical to use, learning activities are not appropriate and techniques and learning activities are not appropriate, and multimedia design is not creative so it needs to be revised. According to media experts, the multimedia displayed is not easy to understand, multimedia is not varied, and multimedia design is not creative, and the presentation of multimedia is not yet of interest to the user. Based on input from experts the material that needs to be improved is the language used needs to be improved, multimedia is not yet practical to use, basketball learning activities are not in accordance with basic techniques, as well as input on multimedia

designs that are not creative. The results of the validation to the 3 experts obtained the results in the category "Fair Enough" so that these results can be continued at the next stage, namely the large-scale trial phase. The results of a large-scale trial can be that multimedia learning works (basketball) in the "Eligible" category so that the product can already be used as a medium in learning subject work (Basketball).

#### 4. CONCLUSION

Utilizing advances in information and communication technology especially computer technology in learning activities are expected to help solve the learning problems encountered. The selection of the right media is believed to help convey the message correctly, effectively and efficiently. Based on the results of a small-scale trial conducted on 20 Faculty of Teacher Training and Education Universitas Sriwijaya Physical Education students, a percentage of 68.75 was included in the "feasible" category to be continued at the next stage, namely a large-scale trial. The results of a large-scale trial development of multimedia subjects basketball that is 83.43 is the average result of 55 respondents included in the "feasible" category. This shows that it can be used as multimedia. Multimedia learning work (basketball) can be said to be a multimedia development product.

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