

Development of Video-Based Learning Media for Learning Basic Passing and Control Techniques in Sawan 1 State Middle School Football Games

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Abstrak

Pada observasi awal berdasarkan analisis kebutuhan terlihat bahwa media video pembelajaran sangat diperlukan untuk teknik dasar passing dan kontrol dalam permainan sepak bola. Penelitian ini mengembangkan media pembelajaran berbasis video pembelajaran dengan menggunakan model ADDIE, dimana subjek penelitiannya adalah siswa kelas VIII SMP Negeri 1 Sawan. Hasil analisis data pengembangan media pembelajaran berbasis video pembelajaran telah diuji oleh ahli dan diperoleh penilaian ahli sebesar 86% pada isi/materi pembelajaran dengan kategori baik, 92,5% penilaian ahli desain pembelajaran dengan kategori sangat baik, 91,6% penilaian ahli media pembelajaran dengan kategori sangat baik dan 96% penilaian ahli praktik lapangan dengan kategori sangat baik. Uji coba kelompok kecil memperoleh skor 96,4% dengan kategori sangat baik dan uji coba kelompok besar memperoleh skor 96,8% dengan kategori sangat baik. Dari hasil tersebut dapat disimpulkan bahwa media pembelajaran berbasis video pembelajaran yang dikembangkan layak untuk diterapkan dalam pembelajaran.

Kata kunci: Media Video Pembelajaran, Passing Dan Control Permainan Sepak Bola, Model ADDIE

Abstract

In the initial observation based on the needs analysis, it can be seen that learning video media is indispensable for basic passing and control techniques in football games. The research developed learning media based on learning videos using the ADDIE model, where the research subject was grade VIII SMP Negeri 1 Sawan. The results of data analysis on the development of learning video-based learning media were tested by experts and obtained an expert assessment of 86% of the content/learning materials in the good category, 92.5% of the assessment of learning design experts in the very good category, 91.6% of the assessment of learning media experts in the very good category and 96% of the assessment of field practitioner experts in the very good category. The small group trial received a rating of 96.4% in the very good category and the large group trial received a score of 96.8% in the excellent category. From these results, it can be concluded that learning video-based learning media is developed suitable for application in learning.

Keywords: Learning Video Media, Passing And Control Football Game, ADDIE Model

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Introduction

Human Resources (HR) is very important to develop in facing competition in the era of globalization. Through education, humans are expected to be able to realize all the potentials that exist within them. Education has been obtained since being born in this world. (I Made Satyawan, 2020). Education is a process of learning and understanding individuals through educators. One of them is physical, sports and health education (PJOK) which is an educational process through physical activities and sports to develop and improve as well as the interaction process between students to achieve educational goals. (Nikoandy, Wahjoedi & Made Satyawan, 2019). Educational activities will be carried out properly if they are supported by these components. Education is a necessity that must be possessed by every individual (Raibowo & Nopiyanto, 2020; Sholehah, 2020). PJOK learning needs a varied and developed learning so that the learning process is not monotonous and seems boring for students (Gaikwad et al., 2014; Wargadinata et al., 2020). Human development today is also accompanied by the

development of technology that is developing very advanced. Current developments are helping to ease human work. The development of technology in this era has covered various fields, namely the fields of transportation, information, production, communication and education (Ahdan, Putri, & Sucipto, 2020; Huda, 2020). Basically, every learning process that takes place is carried out to achieve a predetermined goal. The learning component can be divided into three categories, namely: educators, teaching materials, and students. The role of educators is very important, because it functions as a supervisor who conveys and transfers teaching materials and students who act as gainers, and teaching materials delivered by educators (Gede Surya Tama. 2019).

In the initial observation in football learning during the learning process that has taken place, educators in classroom management still tend to focus on the teacher as the main learning resource (teacher center). Educators only give basic theory and tennis skills of passing, control the inside foot and outside foot in the game of football and give examples in front or on the field. Media in the form of learning videos to support the learning of football material both in theory and practice is not yet available. So that in the learning process there are still many students who do not have a correct understanding of the basic passing techniques, control of the inner and outer legs in the game of football. These problems, if they continue, can have implications for student learning outcomes that are not optimal. Learning media is everything that is used to channel messages and can stimulate students' thoughts, feelings, attention, and willingness to learn so that it can encourage a deliberate, purposeful, and controlled learning process (Teni Nurrita, 2019). Learning media functions to facilitate the learning process for students and also make it easier for educators and provide a more real experience (abstract becomes concrete), as well as attract more attention from students (the path is not boring) (Ahdan et al., 2020; Nurfadhillah, 2021). Learning media makes it easier for educators to deliver material. Learning media learning videos are videos that are made deliberately in order to guide learning (Hardianto & Makrifah, 2021; Riki, Purnomo, & Perdana, 2022). Learning videos are a medium used to stimulate students' thoughts, feelings, and willingness to learn through the display of ideas or ideas, messages and information in audio visuals (Gede Suwiwa, Ketut Budaya Astra, and Made Satyawan n.d.).

Football is the most popular team sport in the world and is actively involved in this game, football requires players to control the ball, put the ball into the opponent's goal, and guard the goal so that the opponent's ball does not go in (Mubarok, R. R. S., Narlan, A., & Millah, H.2019). A good game in a soccer game requires mastery of basic football techniques, basic techniques of soccer games include passing, control, dribbling, shooting, heading, intercepting, sliding tackle, Throw in, goal keeping and juggling (Kenniadi, K., Paryadi, P., & Ismawan, H.2021)). Passing is one of the basic techniques of playing football which is very important which is often done in the game of football and most football games are done by passing. Basically, the basic passing technique is useful for passing or passing the ball to a friend and continuing the ball from one player to another, in an attempt to build an attack (Utomo, N. P., & Indarto, P. 2021). Controlling the ball is one of the basic techniques in the game of football. The purpose of controlling the ball is to set the tempo of the game and stop or receive the ball from a friend. To control or stop the ball there are several ways that can be done, including using the feet, namely the inner foot, outer foot, sole, instep, thigh, chest and except using hands other than the goalkeeper (Irfan, M., Yenes, R., Irawan, R., & Oktavianus, I. 2020). For the improvement of achievement in football players, namely by training, training is one of the most decisive factors in the achievement of a person's achievements and the form of the training is in accordance with the target to be achieved (Tarju, T., & Wahidi, R. 2017). This researcher aims to develop Learning Media Based on Videos of Basic Passing and Control Techniques in the Football Game of SMP Negeri 1 Sawan.

Materials and Methods

The method used in this study is Model Analyze, Design, development, Implementation, evaluation, (ADDIE). The ADDIE development model is a learning design model based on a systematic approach and an effective and efficient interactive process, namely the results of each stage evaluation can direct the development of learning to the next stage. The end result of a phase is the initial product of the planning phase tie. This model consists of 5 (five) stages, namely: (1) Analyze, (2) Design, (3) Development, (4) Implementation, (5) Evaluation. In this study, the instrument used is a questionnaire or questionnaire in the form of a score scale. The questionnaire contains items related to learning video media. The questionnaire was used to collect data on the results of reviews from design experts, subject matter experts and learning media experts, field practitioner trials, small group trials, and large group trials. This research was conducted by checking (v) on the options that are considered appropriate. Data will be collected through the implementation of formative evaluations which are grouped into two parts. The first part is data taken from the first stage of evaluation in the form of data on the results of learning design experts, subject matter experts and learning media experts. The second part is the data from the results of field practitioner trials, the data from the review of small group trials and the data from large group trials.

Data analysis used qualitative description data analysis techniques and quantitative theatricality data analysis. This qualitative description analysis technique is used to manage the data of review results from subject design experts, subject experts, learning media experts, small group tests and large group trials. This analysis technique is carried out by grouping 1 formation of qualitative data in the form of inputs, responses, criticisms and suggestions for improvement contained in the questionnaire. to manage the data obtained through questionnaires in the form of presentation descriptions and decision-making using accuracy in the PAP coverage presented in table 1.

Table 1. Achievement Level PAP Conversion on a Scale of 5

Achievement Level (%)	Qualification	Information
90-100	Very Good	Tidak perlu direvisi
80-89	Good	Tidak perlu direvisi
65-79	Enough	Direvisi
55-64	Not Enough	Direvisi
0-54	Very Less	Direvisi

Results and Discussion

Results

In developing learning video-based learning media shown by grade VIII students of SMP Negeri 1 Sawan, the research using the ADDIE model consists of five stages, namely 1). Analyze 2). Design 3). Development 4). Implementation 5). Evaluation. Knowing the quality of learning media products, evaluating by 4 (four) experts, namely, learning media experts,

learning design experts, content/learning material experts and field practitioners. In the implementation process, a small group test (15 students) and a large group test (30 students) were carried out.

The first stage of analysis (Analyze), the research conducted a needs analysis obtained The results of observation and interviews with resource persons (grade VIII sports teacher SMP Negeri 1 Sawan) provided an overview of the learning methods and learning processes that have been implemented in the learning process. Students, especially in PJOK learning football material, still use conventional learning methods, namely lectures, and still focus on learning books at school. lack of learning video-based learning media, especially in learning basic passing and control techniques in football games. Based on these conditions, efforts are made to support the availability of learning video-based learning media, so it is hoped that learning can take place effectively and efficiently. The next stage of environmental analysis was carried out by researchers at SMP Negeri 1 Sawan. In the learning environment, there are very adequate facilities to develop technology-based learning models. Currently, there are various platforms that support such as LCD (Liquid Crintal Display), speakers, projectors and the internet. There are no PJOK teachers who use learning video-based learning media and the use of facilities is still lacking learning media, especially in learning. Students are expected to be easy in understanding the basic passing techniques, controlling the inner and outer legs in football games effectively and efficiently through the implementation of learning video-based learning media.

The second stage of design is the selection and determination of software, developing a learning video script/storyboard. It is in line with the theory in designing learning focused on 3 activities, namely the selection of material according to the characteristics of students and competency demands.

In the third stage of development, the researcher develops learning media by validating learning media based on learning videos to get assessments, inputs, suggestions and comments. The validation of experts is carried out with the aim of obtaining the quality of product learning media and its feasibility as a support for the learning process in schools. Validation is carried out by content/learning material experts, learning design experts, learning media experts and field practitioners.

The fourth stage of implementation at this stage the researcher conducts two product trials, a small group trial and a large group trial. The implementation stage was carried out with the aim of finding out the response and response of students to the product developed, a small group trial with 15 students who were randomly selected students and a large group trial with 30 students who were randomly selected students

The fifth stage of evaluation (evaluation) in this stage the researcher knows the extent of the product made to achieve the goals and objectives that have been set. The final video ended with a revision based on the test of content/learning material experts, learning design experts, learning media experts and field practitioner experts stating that the learning media based on the designed learning video media has been included in the category of feasible and can be implemented during the learning process. Implemented during the learning process. Based on the validation and feasibility test, the development of video-based learning media for basic passing and control techniques in the football game of SMP Negeri 1 Sawan is designed to support the learning process. Students can use learning media based on learning viseo to

support the learning process so that it can motivate, increase interest in learning and can make it easier to understand the basic passing and control techniques material in the game of football.

Based on the results of data analysis that refers to the results of the validity test of the developed product, The results of the review and assessment of each research subject are presented in detail in Table 2.

Table 2. Percentage Results of Tutorial Video Feasibility Test

No	Subject Assessment	Product Feasibility Result %	Description
1.	Content Expert/Learning Materials	86%	Good
2.	Learning Design Expert	92.5%	Very Good
3.	Learning Media Specialist	91.6%	Very Good
4.	Field Practitioner Expert	96%	Very Good
5.	Small group trials	96.4%	Very Good
6.	Large group trials	96.8%	Very Good

Discussion

This research produced video-based learning media for learning basic passing techniques, control of the inner and outer legs in the game of football. Learning video media can increase students' interest in learning in PJOK lessons, learning video media can present information, explain the process, content of material and skills during learning. Learning video media is made based on the problem of the lack of learning media during the teaching and learning process, using learning media, especially learning videos, so that learning is less active, innovative and students are less enthusiastic in participating in the learning process (Wisada dkk, 2019).

The purpose of the development research is to create and describe the design of learning media based on learning videos of basic passing and control techniques in the football game of SMP Negeri 1 Sawan. Describe the responses of content/learning material experts, learning design experts, learning media experts and field practitioner experts. And describe the responses of students in small group trials and large group tests of basic passing techniques, inner and outer foot control in football games to the developed learning videos. (Nurrita,2018)

The benefits of research and development of learning video-based learning media are 2, theoretical and practical benefits. Theoretical benefits, it is hoped that researchers can provide a theoretical basis for learning media products, especially teaching materials for the development of learning video-based learning media, expand knowledge and increase insight into the use of learning videos in physical education, health and recreation (Nurfadhillah, S. 2021). Practical benefits, researchers can motivate to be able to develop learning media in the learning process so that it is in accordance with the characteristics of learning media. For students using learning video-based learning media, it will affect students' enthusiasm for learning, curiosity and motivation to learn. For educators, it can be used as an interactive medium so that it can facilitate the learning process in delivering learning materials (I. R., & Rohani, R.2018).

The research method used is research on the development of the ADDIE model. There are five stages in the research model, Analyze, Design, Development, Implementation, and Evaluation. The development of learning videos is validated by content/learning material experts, learning design experts, learning media experts and field practitioner experts. After the product is validated in trials, small group trials and large group trials. The research subject

was the students of SMP Negeri 1 Sawan, the research used a questionnaire instrument in the form of a score scale (Cahyadi, R. A. H.2019).

Based on the ADDIE model, the research results were obtained at the analysis stage, the researcher analyzed the needs of the lack of learning media, especially in the material of basic passing techniques, control of the inner and outer legs in the game of football. Environmental analysis, learning facilities are adequate, it's just that there is no learning media based on learning videos so that they are underutilized. And subject analysis, many students do not understand how to basic passing techniques, control the inner foot and outer foot in a football game. In the design stage, the researcher selects and determines software, develops learning video scripts/storyboards. And subject analysis, many students do not understand how to basic passing techniques, control the inner foot and outer foot in a football game. In the design stage, the researcher selects and determines software, develops learning video scripts/storyboards. In the development stage, the researcher develops learning media by validating the learning media on an expert test to carry out assessments, criticisms, suggestions, inputs and comments. In the content/learning material expert test, they got good qualifications with a percentage of 86%, the learning design expert test got very good qualifications with a percentage of 92.5%, the learning media expert test got very good qualifications with a percentage of 91.6%, and the field practitioner expert test got very good qualifications with a percentage of 96%. Implementation, at this stage small group trials and large group trials are carried out. The results of the small group trial with very good qualifications with a percentage of 96.4% and the large group trial with very good qualifications with a percentage of 96.8%. Evaluation stage, this stage the researcher finds out the extent to which the product can achieve the goals and objectives that have been set, the evaluation and final feasibility of the learning video with revisions based on the content/learning material expert test, the learning design expert test, the learning media expert test and the field practitioner expert test state that the learning video-based learning media is in the category of suitable for use and can be implemented during the process Learning.

Conclusions

Based on the results of the research obtained in the design of video-based learning media learning basic passing and control techniques in the football game of SMP Negeri 1 Sawan, using the ADDIE model by producing storyboard which is used as a reference in the development of learning video-based learning media. Responses of content/learning material experts, learning design expert tests, learning media expert tests and field practitioner expert tests for the development of learning video media for basic passing techniques, control of the inner and outer feet in football games on the learning videos that have been tested. Based on the assessment of content/learning material experts, they got a percentage of 86% with good qualifications, learning design experts got a percentage of 92.5% with very good qualifications, media experts got a percentage of 91.6% with very good qualifications, and field practitioner expert tests got a percentage of 96% with very good qualifications. Learning media based on learning videos based on the content expert test/learning material, learning design expert test, learning media expert test and valid/feasible field practitioner expert test are continued as product tests. Students' responses in small group trials and large group trials, basic passing technique materials, control of the inner and outer legs in football games to learning videos

developed based on product trials, in small group trials obtained a percentage of 96.4% with very good qualifications and large group trials obtained a percentage of 96.8% with very good qualifications. The teaching video-based learning media group deserves to be implemented in the learning process, especially in the material of basic passing techniques, control of the inner foot and outer foot in the game of football.

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