



Development of Learning Media Volleyball Materials

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Abstract: This study aims to obtain a product for developing volleyball learning media for class VIII students of SMP Negeri 1 Aek Natas. The research was carried out to facilitate learning in the volleyball material network with the product results in the form of videos and assessed by experts and student trials during the Covid-19 pandemic. The formulation of the problem in research. This research uses research and development (RnD) method. The research was conducted to develop a form or a learning media for soccer material that was applied at the elementary school level. The research was conducted by applying the Thiagarajan theory using research and development steps with 4 D, namely define, design, development, and dissemination. The research data source aims to collect data from the stages of product development. The data obtained comes from two parts, namely primary data and secondary data. Data collection techniques are carried out through the product development stages. The product development stage is carried out with the results of the FGD of experts related to the development of volleyball video products. The results showed that product development for learning was declared feasible (accepted) by volleyball experts and information and technology (IT) experts. The product development stage was then tested and with the results of the FGD of the experts related to the development of video-based media products. The results obtained from the entire series of product trials are in the good category, namely the product is suitable for use as a learning medium for class VIII students of SMP Negeri 1 Aek Natas. The stage of obtaining video feasibility data can be applied as a research product during the covid-19 pandemic. The conclusion in this study is the development of video-based learning media on volleyball material for class VIII SMP Negeri 1 Aek Natas was developed with MP4 format that can be played on video applications, namely VLC and Windows Media Player. The video product is a reference for PJOK learning during the COVID-19 pandemic, volleyball material. Products that are followed up will result in improvements towards superior products in Junior High School PJOK learning. It is recommended that the product is very necessary to do follow-up research at the testing stage to produce a product that is more in line with the development process.

Keywords: Media; Volleyball; Middle School

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INTRODUCTION

Education is a tool for creating a learning generation and guiding the formation of the talents and potential of each individual who undergoes it (Wijanarti et al., 2019). Education has a scope that has its own roles, goals and processes and is mutually sustainable. The educational process has an impact on applying scientific knowledge, social development and technology which is presented in the form of special subjects and materials to achieve educational goals (Sulistianta et al., 2023)

The application of sports activities is very necessary in the field of education as a pathway for forming attitudes and habits of physical activity (Ermalinda et al., 2022). It is very necessary to develop the concept of sports in the field of education. The application of educational concepts can be transformed into sports. The sport that has a very significant meaning in terms of education is big ball games, one of which is volleyball. The implementation of the sport of volleyball is a curriculum provision that is implemented at every level, especially for junior high school students as a development of volleyball technical skills (Dede Pebriandi Sihotang & Novita, 2021; Enos Ari Sanjai Sinuraya, 2020; Febriyan Muhammad Ginting, 2022).

Since the implementation of learning by the Ministry of Education and Culture (Kemdikbud) in March 2020 until now in August 2020, face-to-face meetings have been eliminated and learning has been carried out online or online. This situation was caused by the Corona Virus Disease-2019 (Covid-19) pandemic in order to prevent the spread, so that the entire learning process was carried out in each individual's home. Based on this, teacher creativity is needed in developing learning media to help students guide learning material.

The application of sports to the educational concept of volleyball is carried out with the right concepts and techniques in each implementation. Basic techniques at the junior high school level really require a series of adequate learning processes due to the need to improve specific basic volleyball techniques. To develop volleyball techniques, teacher creativity is needed, which can be done by developing volleyball learning media for junior high school students according to learning materials. The planned learning media is in the form of audio-visual media, namely a video concept containing techniques in the sport of volleyball at junior high school level.

METHOD

The research subjects involved in product development were class VIII students at SMP Negeri 1 Aek Natas Jalan Tanah Lapang Number 3, Labuhan Batu Regency, North Sumatra. The research design used is development research (RnD) because the research carried out is to develop a form or model for learning Vali ball techniques based on audio-visual media. RnD functions to validate and develop products according to research needs (Sugiyono, 2017). The research activity is to compile several volleyball technical movements that are appropriate to the level of junior high school (SMP) education, including upper passing, lower passing, upper service and lower service techniques. The research procedure used is Thiagarajan theory. Thiagarajan's theory uses research and development steps with 4 Ds, namely define, design, development and dissemination.



Figure 1. Series of Research and Development Procedures

Define: Define contains activities to determine what product will be developed, along with its specifications. The definition activity is a needs analysis activity carried out through research and literature study. Design: Design or planning contains activities to create a design for a predetermined product. The products developed will go through planning or design. Development: Development consists of activities to make a design into a product and test the validity of the product repeatedly until the product is produced in accordance with the specified specifications. Dissemination: Dissemination

or dissemination consists of activities to disseminate products that have been tested for use by other people. Products that have been validated and passed trials and revisions can be disseminated and applied to people who need the product. The trial and revision process is the stage of perfecting the product so that it is suitable for use in junior high school level Physical Education, Sports and Health (PJOK) learning.

RESULT AND DISCUSSION

Result

Define is carrying out a definition containing activities to determine what product will be developed, along with its specifications. The definition activity is a needs analysis activity carried out through research and literature study. Analysis of the need for implementing sports in the volleyball education concept is carried out using appropriate concepts and techniques for each implementation. Basic techniques at the junior high school level really require a series of adequate learning processes due to the need to improve specific basic volleyball techniques. To develop volleyball techniques, teacher creativity is needed, which can be done by developing volleyball learning media for junior high school students according to learning materials.

The planned learning media is in the form of audio-visual media, namely a video concept containing techniques in the sport of volleyball at junior high school level. The data obtained regarding volleyball material in class VIII of SMP Negeri 1 Aek Natas is that the competency that must be achieved is the ability to perform various techniques, one of which is passing and serving. Junior high school volleyball techniques are carried out with the concept of improving technical skills including top and bottom serves, as well as top and bottom passes.

The development of video-based learning media is really needed, especially in the Covid-19 pandemic situation, where students can easily learn as if they were in a real situation. The application of volleyball learning techniques in video-based learning (audio visual) is a series of stages in providing knowledge and examples of implementation, so that learning can be done independently. The data collection stage is the stage of collecting information related to product development. Model development research data includes the results of analysis of student and teacher PJOK package books which are a reflection of school needs so product development must be carried out. The results of the data analysis are then adjusted to school conditions and developments in regulations that apply at the school. Product Design is what contains activities to create a design for a predetermined product. The product design consists of basic technical movements of lower and upper passes, as well as lower and upper services. Video products are equipped with sound to provide user comfort in using them as learning reference material.

Products in the form of videos developed with the Filmora9 application and files obtained through a combination of text, video and photos. Product creation is carried out by combining video, audio and editing files so that the results are validated by experts who have expertise in the field of volleyball and media (products). Learning media in the form of videos are uploaded via the researcher's YouTube channel via a link: <https://youtu.be/oFUtncdSRw4>

Discussion

Quality learning really depends on the creativity of teachers in building students' willingness to take part in learning. Learning that is able to arouse students' will must be supported by teachers who are able to facilitate the need to provide learning materials

that can lead to successful achievement of learning targets (Yusfi et al., 2023). Good learning design can be implemented with the support of teacher creativity which makes it easier for students to achieve learning targets.

A systematic process to improve athlete fitness according to the chosen sport. From this it can be concluded that doing sports systematically will improve the quality of sports players in the form of movement skills, physical fitness and energy capacity (Hutasoit et al., 2023). Based on this, sport becomes a special and important perspective to be implemented in society and promoted by all levels of society, in order to create a society that is physically and spiritually healthy and has physical strength that can improve physical fitness so that they can continue to work, worship and help. in the process of regional and national development.

CONCLUSION

Product development is carried out using the process of validating research data obtained from expert validation. Expert validation as the final stage of development research is a situation that is only carried out during the Covid-19 pandemic and in normal situations it must be carried out by product testing and product distribution. Products are developed with standard sequences and in accordance with research and development techniques. The results of the entire series of product trials are in the good category, namely the product is suitable for use as a learning medium for class VIII students at SMP Negeri 1 Aek Natas.

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CONFLICT OF INTEREST

Clearly explain whether there are any conflicts of interest related to the reported research.

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