

User Satisfaction Simtenismeja.com in Implementation of Table Tennis Games

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Abstract—Simtenismeja.com is a piece of software that can manage table tennis matches. This system is an application program specially designed to enroll participants in table tennis games, arrange schedules and device matches, execute matches and publish the results. This article intends to reveal how the level of user satisfaction on the application of Table tennis information system in a table tennis match. User satisfaction is reviewed from the ease of participant registration aspect, easy to access the athlete, and the accessibility of the event schedule information. Research subject of 60 participants table tennis matches. Data obtained from the poll level satisfaction with a Likert 1-4 scale, then DATA analyzed descriptively. The results of the analysis concluded that the ease of registration of participants gained an average score with a percentage of 89.72% on the level of satisfaction "very satisfied", aspects of data collection Athletes gained an average score with a percentage of 84.44% on the "very satisfied" level of satisfaction, and the easy access aspect of the match schedule information obtained The average score with a percentage of 77.92% on the satisfaction rate is "satisfied".

Keywords: *information system, satisfaction level, table tennis*

I. INTRODUCTION

The utilization of information technology to manage a sport match is indispensable. A good management system can improve the quality of the match, so a fair game can be perceived by all participants of the match [1]. The High level of anxiety of participants before competing is an issue that can reduce the quality of matches. Making the schedule of the match that is still manual is difficult and complicated so there is often an error in the schedule, causing the participants to feel anxious [2]. The good quality of scheduling can improve the match and motivation of match participants, making the game run smoothly.

The match system is a series of activities or processes in a match completed using a particular mechanism. Table tennis games include a team of matches and individual match systems [3]. The team has several matches, i.e. (1) The teams match system, the best match (New Swaythling Cup, System, five singles), each squad must consist of three players,

(2) Five Best Match (Corbillon Cup System, four single and one doubles) Each team/squad consists of two, three, or four players, (3) on table tennis event for Para, the arrangement of the player can As No. 1 and 2 except for the latter can be contested, (4) the best match (Olympic System, four single and one doubles), one team/regu must consist of three Players, each player competes a maximum of two individual matches (in the team's match), (5) Seven best matches (six singles and one double). Each team consists of three, four, or five players [4]. Individual table Tennis Game systems include: Men's singles, women's singles, men's doubles, women's doubles, and mixed doubles. All individual table tennis matches follow the match system determined by the match committee. In the game of table tennis individually the match system used there are two types: the best of five games and the best of seven games. The best of five games is a table tennis match that uses the five best game systems. That means players collecting three winning games are declared the winner of the match. The best seven games is a table tennis game that uses seven best games. That means the player collecting four wins is declared a winning match.

Table Tennis Management includes registering event participants, arranging fixtures and match devices, organizing matches, and publishing the results. It can be imagined when the management is done manually, it certainly requires a lot of human resources, draining the energy and mind, and the possibility of a very high error because of human error factor. The management of table tennis matches can be handled using the Simtenismeja.com software. The Simtenismeja.com software can be used to register athletes or table tennis players, compile fixtures and match devices, monitor the results of the match, and publish the results [5].

II. MATERIAL AND METHODOLOGY

Simtenismeja.com software is applied to manage table tennis matches on the student activity Unit (UKM) Table Tennis University of Yogyakarta state. The Implementation of the Symtenismeja software is used to register participants, record age and cross-faculty groups, schedule fixtures and match devices,

and publish the results of the match. The Match participants are UNY students of all ages. There are 60 participants in the match system which is the individual match, including women's singles, men's singles, and mixed doubles.

Data was collected using the respondent poll to assess Simtenismeja.com. Poll consists of 10 aspects, consist of the registration of participants in the match, the participants database collection, and the schedule of table tennis matches. The poll answer item uses a Likert scale with the lowest value one and the highest value of four. The Data is being analyzed descriptively qualitative to determine the level of user satisfaction of Simtenismeja.com software.

The respondent poll is given to participants after the table tennis event finishes. The questionnaire data collected was then analyzed on in each aspect and then taken average to know the level of user satisfaction of the software Simtenismeja.com. The category satisfaction level is created in four classes by using the normal distribution interval table as in Table 1.

Score Interval	Category
$(Mn + 1.5 SBn) - (Mn + 3.0 SBn)$	Very satisfied
$(Mn) - (Mn + 1.5 SBn)$	Satisfied
$(Mn - 1.5 SBn) - (Mn)$	Quite satisfied
$(Mn - 3.0 SBn) - (Mn - 1.5 SBn)$	Less satisfied

TABLE I. USER SATISFACTION LEVEL CRITERIA [6]

Description:

Mn : Nominal average value [$1/2$ (highest ideal score + lowest ideal score)]

SBn : Nominal standard deviation [$1/6$ (highest ideal score – lowest ideal score)]

III. RESULTS AND DISCUSSION

The Simtenismeja.com software was successfully implemented to manage table tennis games at the table tennis at UNY with a number of participants 60 table tennis athletes. The Simtenismeja.com software is used to register table tennis athletes, arrange fixtures, print match devices, and publish the results of the match.

The respondents satisfaction level is distinguished into three aspects, including the ease of participant registration aspect, the ease of logging, and the ease of access. Based on the collected poll data, the average result has been converted into a percent form, as shown in Figure 1. The level of user satisfaction in the ease of registration is gaining an average score with a percentage of 89.72% on the satisfaction level "very satisfied", the aspect of the ease of logging athletes gained the average score by the percentage of 84.44% at the satisfaction rate "very satisfied", and the aspect of ease of access to the match schedule

information earns an average score with a percentage of 77.92% at the satisfaction rate of "satisfied".

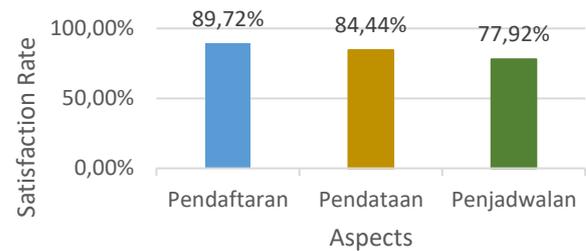


Fig. 1. Graph of user satisfaction rate against Simtenismeja.com software

IV. CONCLUSION

Simtenismeja.com software is highly recommended to manage table tennis matches. Simtenismeja.com Software has fulfilled eligibility based on the implementation of table tennis matches, and has received very good response from respondents. In general, the respondent declared "very satisfied" on the application of the Simtenismeja.com software on the management of table tennis matches.

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