

Media Development of Futsal Game Information Media Based on SIFSAL Application (Futsal Game Statistic Informationsystem) Faculty of Sport Science State University of Medan

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Abstract— This research is development research which is a process or steps to develop a new product or perfect existing product, which can be justified. This study uses a qualitative and quantitative approach and using the research & development (R & D) development research method with the development design chosen is referring to the development proposed by Sugiono. Development information media base application (SIFSAL) is development of product and can be give information maeth and learn to student FIK Unimed in Futsal class. Development information media base application (SIFSAL) to do increased skill and knowledge student and coach to analisis maeth and learn and than coached.

Keywords: *analisis maeth, learning futsal, application (SIFSAL)*

I. INTRODUCTION

According to Justinus Lhaksanafutsal (futbol sala) in Spanish means indoor soccer is a soccer game that is done indoors. This game itself is done by five players per team different from conventional football, with eleven players per team[1]. The size of the pitch and the size of the ball are smaller than the size used in grass football. Futsal is a ball game played by two teams, each of which has five members[2]. The aim is to get the ball into the opponent's goal, by manipulating the ball with the foot[3].

Unlike other indoor soccer games, the futsal court is bounded by lines, not the net or boards[4]. With the various opinions above it can be concluded that futsal is a team game played five against five in a certain time duration in a relatively small field, the size of the ball and the size of the goal that is relatively small compared to football, futsal is very

encouraging and interesting where the teams that enter the ball the most against the opponent then the team wins the game.

The lack of use of technology makes it difficult for futsal players to analyze learning information and matches in sports, especially futsal. It is necessary to develop application-based technology to facilitate students in mastering the match statistics and in learning.

The futsal match statistical information system (SFSAL) by definition this application aims to record all events in a futsal match. Besides functioning to record the entire course of the match, this application can also be used to analyze the learning process and training. In coaching, this application helps coaches to assess the ability of players in each position.

This application was developed with the Java programming language with a MySQL database, after this application is finished it will be uploaded to PlayStore so that users can use it directly in the field of futsal concentration. How to use this application involves 2 operators with each operator using Android to operate the SIFSAL application, the user interface in this application will be as similar as possible to the futsal court chart during the game.

The data information that will be listed in this application is to compare the data of the results of the match with athen analysis, among others:

1. The goal kick
2. Successful kicks are intercepted
3. Assist
4. Kick off the field
5. Passing success
6. Passing failed.

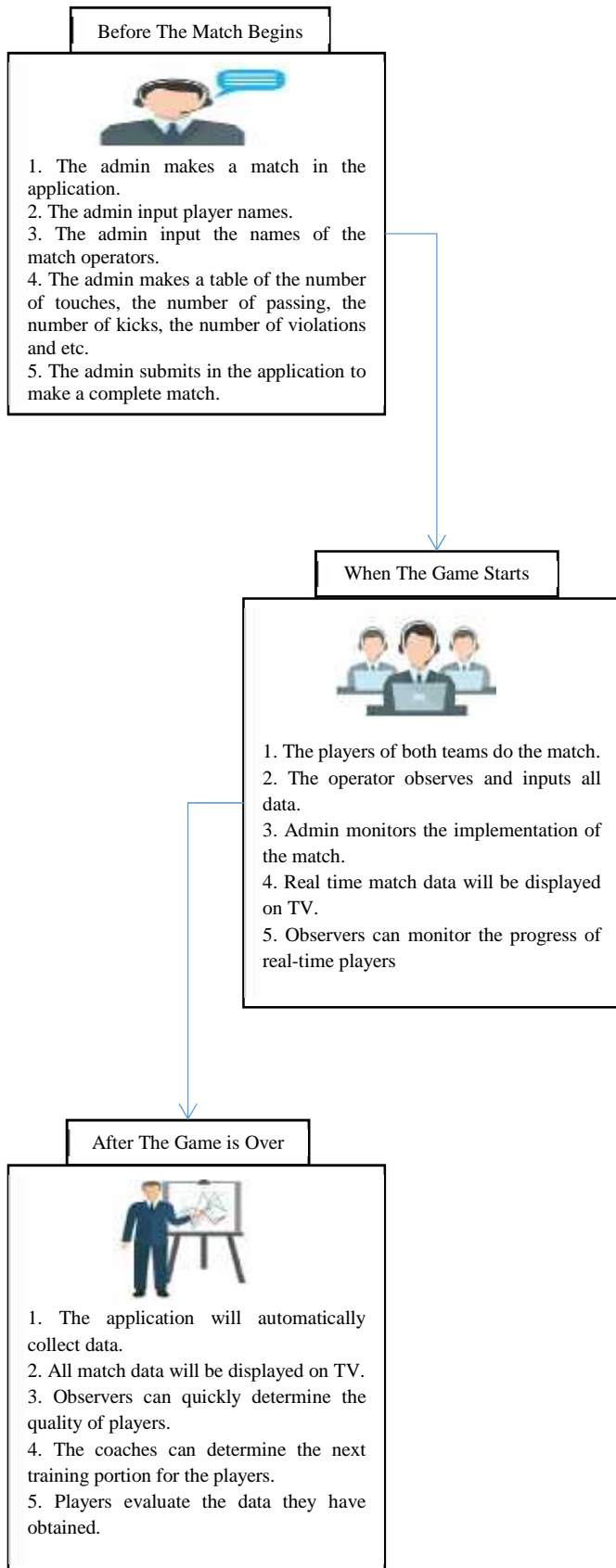


Fig. 1. SIFSAL Application Design Stages

II. MATERIAL AND METHODS

The method used in this study uses research development. Research in this learning model uses a quantitative approach and uses the Research & Development (R&D) development model of Sugiono [5]–[7].

The instrument used in this study was to use a questionnaire for needs analysis, an IT expert evaluation questionnaire and an expert in physical education and sports learning. The evaluation process from the experts was carried out, beforehand the respondents first filled out the questionnaire for data collection. Firstly explained some procedures for filling out the questionnaire[8].

Objective: to get data about the results of match information.

III. RESULT

The first stage of testing compares the match result data with analysis items including:

1. The goal kick (TG)
2. The kick that was successfully intercepted (IT)
3. Assist (A)
4. Kick out the field (TL)
5. Passing success (PS)
6. Passing failed (PG)

Broadly speaking, there are three objectives of conducting a needs analysis, namely: (1) Provide information on how far the application is, especially in futsal matches in accordance with information obtained at the time of the match. (2) How important is this application in helping trainers and lecturers in identifying match, practice and learning information. (3) Analyzing to get solutions from obstacles encountered in the field and empowering potentials that support in the field.

Some objectives are explained, the researchers conducted a preliminary study by conducting research aimed at obtaining data about the results of match information.

IV. CONCLUSION

The development of the SIFSAL application as a match information data that has been developed is considered to have a significant contribution both to the training and learning process and to the learning outcomes effectively and efficiently making it easier for the trainer or lecturer to provide accurate information.

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