

Submission Technique (Osaekomi Waza) Learning Media Based on Articulate Storyline Application

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Abstract— The purpose of this research is to develop learning media for judo locking technique (osaekomi waza) based on the application articulate storyline for PJSI Malang City. With this development product, it is hoped that it can be used as a reference as a source of independent learning for PJSI Malang City judo athletes and can improve the achievements of PJSI Malang City judo athletes. The method used in this research is research and development research & development (R&D) according to Lee and Owen. This study uses qualitative and quantitative data analysis techniques with percentages. Quantitative data were obtained from expert validation and also group trials with a percentage of 100% by judo experts, 91.67% by coaching experts, 93.75% by media experts, 94.86% by small group trials, and 91.04% by small group trials. Based on the data analysis and discussion that has been presented, it can be concluded that learning the judo locking technique (osaekomi waza) based on the application articulate storyline for PJSI Malang City is feasible and can be used.

Keywords—learning media; judo locking technique; articulate storyline.

I. INTRODUCTION

Sport is an important physical activity in human life. Exercise is very useful in maintaining health. Because of the important role of sport, now people are starting to think that sport is a need that must be met. Everyone's motivation in exercising also varies, starting from being just a hobby to those who want to channel their talents and develop their potential to produce achievements through becoming an athlete with their favorite sport.

There are so many sports that can produce achievements, one example is the sport of judo. Judo is a form of martial arts originating from Japan. Judo

is the result of the development of an ancient martial art sport from Japan called jujitsu which means the art of attacking and defending by not using tools or bare hands [1]. According to Noors (2000) in his book, judo consists of two syllables namely "JU" and "DO". JU means gentle, while DO means way or way. Therefore, judo is a "gentle or subtle method", while jujitsu is a "gentle technique". Judo has several basic techniques consisting of slamming, locking or squeezing, strangling, and breaking joints, this aims to immobilize the opponent and does not aim to injure or harm the opponent [2].

Currently judo is a popular martial arts sport, this can be seen from the many events held at the City, Provincial, National, to Olympic levels. Besides being marked by various events, the popularity of this judo sport is also marked by the number clubs of existing judo, one of which is the club judoin Malang City, namely PJSI Malang City.

PJSI Malang City is the only judo club in Malang City. PJSI Malang City is located at Gor Bendoel Jl. Rangsang Janti, Sukun District, Malang City, East Java. The facilities and infrastructure available at PJSI Malang City can be said to be good, this is because the facilities and infrastructure owned at PJSI Malang City are very complete and in well-maintained condition. PJSI Malang City has 25 junior athletes, 14 senior athletes, and 6 coaches [3].

PJSI Malang City has produced several achievements in both junior and senior categories, this proves that the learning process at PJSI Malang City is able to be carried out very well. However, the learning process at PJSI Malang City still tends to be monotonous and the learning media used are still not modern. So, it can be concluded that PJSI Malang City still has not kept up with the times where we are always required to be able to use technology in all

fields including the judo training process, especially the locking technique (osaekomi waza).

Based on the results of the research that the author did using the needs analysis given to the judo athletes of PJSI Malang City on March 29, 2020, the following data were obtained: (a) the number of respondents was 16 athletes of PJSI Malang City, (b) there were 53.13% of 16 respondents who think that the presentation of the material presented by the coach is still difficult to understand, (c) Of the 16 respondents consisting of judo athletes from PJSI Malang City, 64.06% have not mastered the locking technique (osaekomi waza), (d) it is known that 67,19% of PJSI Malang City judo athletes still find it difficult to obtain references related to locking techniques (osaekomi waza), (e) 96.88% of 16 PJSI Malang City judo athletes need new media in learning locking techniques (osaekomi waza) so that practice becomes more interesting, (f) as many as 100% of the judo athletes of PJSI Malang City agree with the development of the locking technique (osaekomi waza) based articulate applications. storyline on practical attractive, accessible, and easy to understand.

In a previous study by Kurniawan (2014) stated that using vcd-based learning media in judo training the kyu 4 slam technique was feasible to use. Compared with the results of previous research, there are several advantages of this development product, namely the judo training process can be done in an interesting way, namely by using judo learning tools based on the application articulate storyline which contains the history of judo, judo facilities and infrastructure, judo locking techniques that can be accessed at any time. In addition, this product also contains images, animations, videos, and audio so that it can provide a new atmosphere in learning activities such as learning that seems more interesting and the judo PJSI Malang City [4].

II. METHODS

Based on the background of the existing problems, in this study using research and development. Research on the development of learning media for the lockdown technique (osaekomi waza) based on the application articulate storyline is guided by the development research model according to (Lee & Owen, 2004:93), with reference to the following stages: 1) conducting needs analysis, 2) product design, 3) developing products that have been previously designed, 4) implementation, and 5) product evaluation [5].

If viewed from the research objectives, this type of research uses qualitative and quantitative research types. The variables used in this study were media for learning the judo lock technique (osaekomi waza) based on the application articulate storyline. In an effort to complete the desired data, the researchers

took data using a questionnaire technique. Non-test is an instrument used to collect data in this study.

The type of qualitative and quantitative data used by the author for this study. Quantitative data can be obtained from the results of filling out questionnaires carried out on needs analysis, small group trials and large groups in the form of numbers. While qualitative data can be obtained from criticism, suggestions, and input from the validator.

The data collection technique in this study was processed using measurement technique *a Likert scale*. The purpose of using *a Likert scale* is to calculate the value of attitudes, opinions and perceptions of a person or group of people regarding social phenomena [6]. There are levels of answers on the use of the scale instrument *Likert* which consist of very positive to very negative. The level of answers on the scale *Likert* which will be used as quantitative data analysis in the form of a predetermined score is a score of one to four.

TABLE I. RATING SCALE FOR POSITIVE STATEMENTS (SUGIYONO, 2014:168)

No	Description of	Answers	Positive Score
1.	Strongly Agree	A	4
2.	Agree	B	3
3.	Hesitant	C	2
4.	Disagree	D	1

following is the formula used to process quantitative descriptive data percentage according to [7]:

$$V = \frac{TSEV}{S - max} \times 100\%$$

Information:

- V : Validity
- TSEV : Total empirical score of validator
- S-max : Maximum expected score
- 100% : Constant number The

following is a percentage classification used in the process of concluding the data according to [7]:

TABLE II. PRODUCT QUALITY CRITERIA (IRAWAN & JAPARIANTO, 2013)

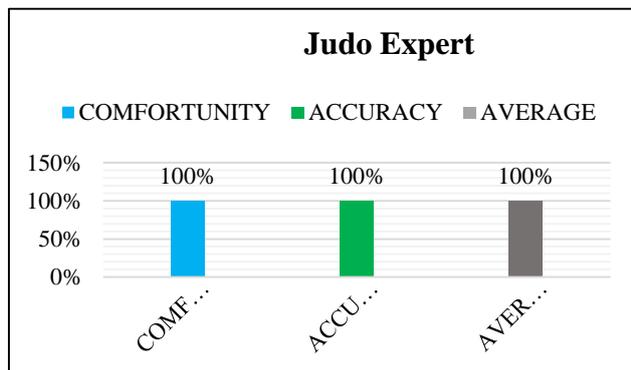
Criteria	Description	Meaning
75.01%-100.00%	Very Valid	Used without revision
50.01%-75.00%	Fairly Valid	Used with minor revisions
25.01%-50, 00%	Invalid	Cannot be used
00.00%-25.00%	Very Invalid	Forbidden to use

III. RESULT

TABLE III. RESULTS OF JUDO EXPERT DATA ANALYSIS

No.	Aspect	%	Category
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1	Conformity	100	Very Valid
2	Accuracy	100	Very Valid
Average		100	Very Valid

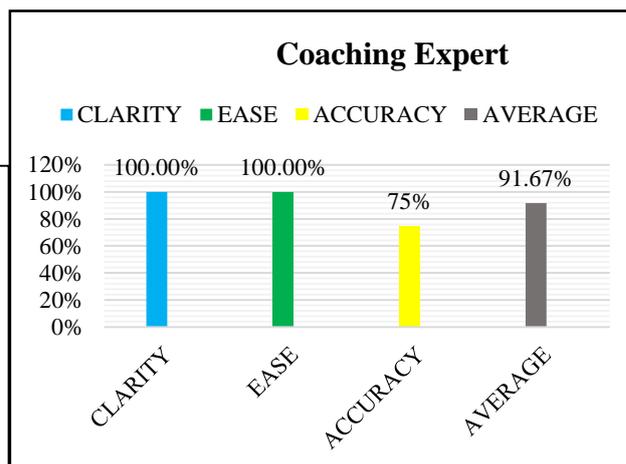


Picture 1. Percentage Diagram of Judo Expert Assessment on Judo Learning Development Products Locking Techniques (Osaekomi Waza) Based on Articulate Storyline Applications

Based on the results of data analysis obtained from judo experts with 38 questions consisting of aspects of accuracy and aspects of suitability, the percentage results are 100%. These results can be concluded that the product of the development of judo learning with the lockdown technique (*osaekomi waza*) based on the application *articulate storyline* can be said to be feasible to use with very valid criteria and can be continued to conduct group trials.

TABLE IV. RESULTS OF DATA ANALYSIS OF COACHING EXPERTS

no.	Aspect	%	Category
1	Clarity	100	Very Valid
2	Ease	100	Very Valid
3	Accuracy	75	Sufficiently Valid
Average		91.67	Very Valid

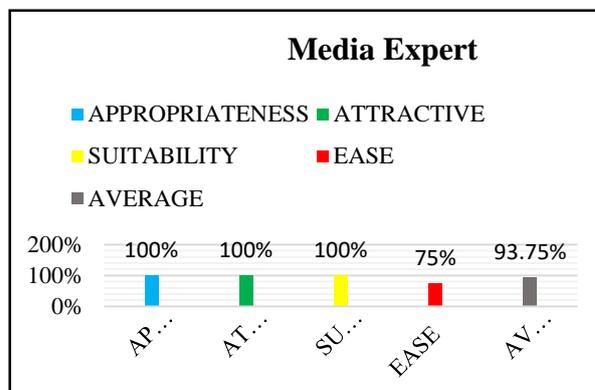


Picture 2. Percentage Diagram of Coaching Expert Assessment on Judo Learning Development Products Locking Techniques (Osaekomi Waza) Based on Articulate Storyline Applications

Based on the results of data analysis obtained from coaching experts with 40 questions consisting of aspects of clarity, aspects of convenience, and aspects of accuracy obtained percentage yield of 91.67%. These results can be concluded that the product of the development of judo learning with the lockdown technique (*osaekomi waza*) based on the application *articulate storyline* can be said to be feasible to use with very valid criteria, so that it can be continued to conduct group trials.

TABLE V. RESULTS OF MEDIA EXPERT DATA ANALYSIS

No.	Aspect	%	Category
1	Appropriateness	100	Very Valid
2	Attractiveness Of The	100	Very Valid
3	Suitability	100	Very Valid
4	Ease	75	Sufficiently Valid
Average		93.75	Very Valid



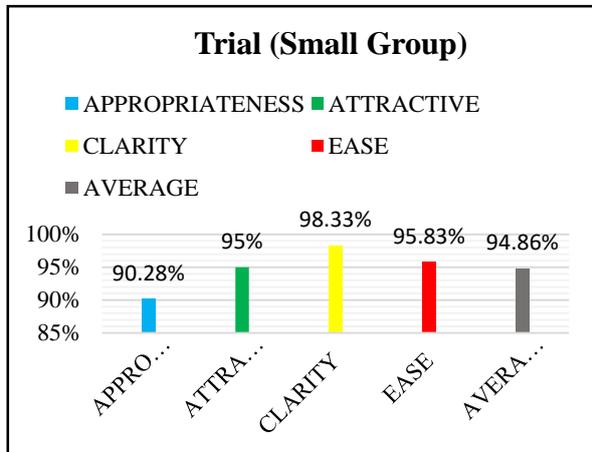
Picture 3. Percentage Diagram of Media Expert Assessment on Judo Learning Development Products Locking Techniques (Osaekomi Waza) Based on Articulate Storyline Applications

Based on analysis of data obtained from media experts with the number 56 the questions were

composed of the aspects of precision, aspects attractiveness, suitability aspect, and convenience aspect, the percentage result is 93.75%. These results can be concluded that the product of the development of judo learning with the lockdown technique (*osaekomi waza*) based on the application *articulate storyline* can be said to be suitable for use and is included in very valid criteria, so that it can be continued to conduct group trials.

TABLE VI. RESULTS OF THE TRIAL (SMALL GROUP)

No.	Aspect	%	Category
1	Appropriateness	90.28	Very Valid
2	Attractiveness Of The	95	Very Valid
3	Clarity	98.33	Very Valid
4	Ease	95.83	Sufficiently Valid
Average		94.86	Very Valid

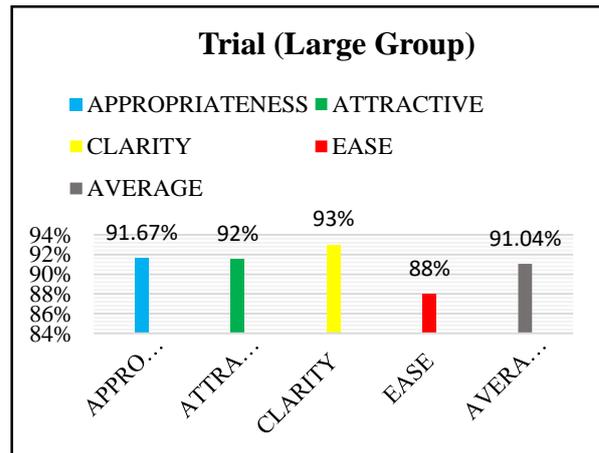


Picture 4. Percentage Diagram of the Trial (Small group) Assessment on Judo Learning Development Products Locking Techniques (Osaekomi Waza) Based on Articulate Storyline Applications

Based on analysis of data obtained from the small group trial with subjects 6 athletes PJSI Malang result percentage by 94.86%. These results were obtained based on several aspects which were then converted based on the feasibility classification table showing that the product of the development of judo locking technique learning (*osaekomi waza*) based on the application *articulate storyline* can be said to be feasible to use and is included in very valid criteria.

TABLE VII. RESULTS OF THE TRIAL (LARGE GROUP)

No.	Aspect	%	Category
1	Appropriateness	91.67	Very Valid
2	Attractiveness Of The	91.50	Very Valid
3	Clarity	93	Very Valid
4	Ease	88	Sufficiently Valid
Average		91.04	Very Valid



Picture 5. Percentage Diagram of the Trial (Large group) Assessment on Judo Learning Development Products Locking Techniques (Osaekomi Waza) Based on Articulate Storyline Applications

Based on analysis of data obtained from testing a large group with the subject of 10 athletes PJSI Malang result percentage by 91.04%. These results were obtained based on several aspects which were then converted based on the feasibility classification table showing that the product of the development of the judo locking technique learning (*osaekomi waza*) based on the application *articulate storyline* can be said to be feasible to use and can be classified in very valid criteria.

IV. DISCUSSION

In this study, the researcher aims to make learning media more developed, especially in the judo lock technique (*osaekomi waza*) based on the application *articulate storyline*. In learning activities, of course, a learning media is needed to facilitate the teaching and learning process. As Arsyad (2014) said in his book that the word media comes from the Latin "medius" which means "introduction or intermediary", therefore it can be interpreted that learning media is a bridge or intermediary that can channel learning information [8]. The majority in educational institutions must use media aids as a means so that the material presented will appear easy to be accepted and understood by students. Learning media is a tool that can be used as a liaison or intermediary to convey messages or information to students [9]. With the availability of learning media, students will find it easier to understand the meaning of the message to be conveyed so that students will find it easier to master the skills they will learn in learning [10].

One method that can be used for learning activities for locking techniques (*osaekomi waza*) is to use the application *articulate storyline*. Articulate

Storyline is a software or software that functions as an interactive learning media which includes features such as text, audio and video that are easy to use [11]. By using Articulate Storyline, the presentation will be much more attractive so that the participants who attend the presentation will find it easier to understand and avoid boredom. Articulate storyline software can help students understand and apply the material being taught, as a teacher's tool as a learning medium to support increasing student responses to teaching and learning activities in the classroom [12].

This research produces a product in the form of developing learning media for judo locking techniques (*osaekomi waza*) based on the application *articulate storyline*. The product of the development of learning media for the judo locking technique (*osaekomi waza*) based on the application *articulate storyline* has the advantage that this product can be accessed anytime and anywhere without having to be connected to the internet network, besides that in this development product *text*, audio, and video are available regarding techniques. judo lockdown (*osaekomi waza*). So with this development product, it is hoped that it can help improve understanding and can improve the achievements of the judo athletes of PJSI Malang City.

The product development of the judo locking technique (*osaekomi waza*) based on the application *articulate storyline* also has limitations, including: 1) the product development based on the application *articulate storyline* is limited to the locking technique (*osaekomi waza*), 2) the product development based on the application is *articulate storyline* only for athletes PJSI Malang City.

Based on the results of data analysis that has been carried out, the researcher can conclude that the product of developing learning media for judo locking techniques (*osaekomi waza*) based on the application *articulate storyline* can be said to be "fit for use" and can be used as a learning medium at PJSI Malang City.

V. CONCLUSION

Based on the results of data analysis that has been carried out, it can be stated that the product of developing learning media for judo locking techniques (*osaekomi waza*) based on the application *articulate storyline* can be used as a reference as a source of independent learning for PJSI judo athletes in Malang City. By using this development product, it will certainly make it easier for PJSI Malang City judo athletes in learning activities and make it easier to obtain information, accuracy, clarity, convenience, and attractiveness. In addition, it can also be seen from the results of data analysis obtained from needs analysis, small group trials, and large group trials.

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