



iSpring Application for Refereeing and Organizing Materials Basketball Competition

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Abstract. Learning the material for referring and organizing competition provides education to students on various kinds of control signals in referring and systematically organizes matches. The purpose of developing learning media based on the application of refereeing material and organizing basketball lecture matches is to make it easier for students to understand basketball lectures, especially refereeing material and organizing matches. The method used is a research and development method using five research steps that are tailored to research needs. Participants are students of PJKR FIK UM of 40 people. The method of data analysis is descriptive qualitative. The results of the study stated that 58.9% of student had never used application based media for basketball learning, 61.3% stated the need for the development of new media in basketball lectures. so that the development product was suitable for use as learning media for PJKR FIK UM students.

Keywords: Learning · Refereeing · Competition · Basketball

1 Introduction

Basketball is a sport group done by two groups of five people each. According to basketball game included category big ball sport to do by team and consists of five people. Game this use second working hand for pass to colleague one team, then the ball is bounced to floor with destination score points to the opponent's ring [1]. Basketball itself is eye courses studied in college tall by theory and practice, especially in program-based studies sport or education destination learning not yet achieved. Activity learning required helped with learning media that supports learning for create ideal quality learning [2]. Teacher could interesting attention student for achievement destination study with using learning media as intermediary. There are various kinds of learning media, for example application media learning. In Thing this application learning becomes solution for create systematic and easy teaching materials accessed as well as studied where just like opinion say a good learning model affect the characteristics student, goal learning, materials, media or tools, time, and situation. In the eyes studying basketball lessons are available various type theory like technique basic rules, regulations, arbitration and administration a match that became one eye studying practice Required for studied for students in the PJKR FIK UM major. Activity learning used by students class of 2020

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Table 1. Standards of Graduate Learning Outcomes (SCPL) and Basketball Course Learning Outcomes (CPMK) in 2020.

SCPL	CPMK Basketball Course
2.4 Students understand basketball games, matches and refereeing. Student skilled in arrange basket ball regulation games, game based on characteristics participant matches and basketball body that has facilities and infrastructure as supporter implementation of the educational program. Facilities and infrastructure is a factor important to use as support activity education, especially in eye college basketball like field, ball, and other supporting media such as textbook. However_ in the learning process moment this Thing the still not yet noticed with fine, so facilities and infrastructure that have not been adequate cause educate. Referee. Student skilled in arrange basketball game based on characteristics participant educate.	2.4 Students understand regulation

Source UM Academic Information System 2020

inside activity study is curriculum year 2020. On curriculum the there is a number of Achievements Course Learning (CPMK) that must be taken by students in learning which consists of (Table 1).

Learning Outcomes of Basketball Courses (CPMK) can be a reference in the learning process. Learning is a process in education that aims to acquire knowledge, skills, and positive values [3]. Learning is an activity between educators and students that are structured, realized, and directed to achieve goals [4]. Physical education learning is learning that is carried out outside the classroom or in the fields, but at this time physical education learning is carried out in a classroom or room where the learning process uses various kinds of electronics media such as laptops, LCDs, projectors and the role of other media in the learning process. Media in education is needed US an intermediate in delivering messages to minimize errors in the communication process [5]. Learning Media is an aspect important in the educational process. According to [6], media learning is used to support the process learn to teach so that the message submitted to clearer and learning objectives will be achieved effectively and efficiently. Learning media is wrong one way to channel messages to students so that they can create attraction and a sense of enthusiasm appear in the learning processes [7]. As an educator, you must also have creativity in making learning more interesting and note seem boring. With this research, it is hoped that help in the process of learning and can increase interest and potential participants learn to follow basketball lessons.

2 Method

This research uses the descriptive quantitative technique with the presentation. This percentage is done to find out the status of something that is presented and then presented

Table 2. Assessment criteria for development of learning media for basketball basic techniques.

Mastery Level	Criteria
86–100%	Very well
71–85%	Well
56–70%	Enough
41–55%	Not enough
40%	Very less

using a percentageback. The subjects studied were 33 students of the 2019 PJKR Department at FIK UM. The instrument in this study used a non-test instrument in the form of a questionnaire given to students during the research in the form of questions to find out what kind of media was needed and what basketball learning materials were included in the mobile learning application. The following is a reference table used to simplify the results of the percentage analysis (Table 2).

3 Results and Discussion

3.1 Results

The following will discuss the data from the analysis of the needs of the PJKR Department students. Based on the results of the research by distributing questionnaires via google form to students who have taken basketball learning courses there are 33 respondents. The results obtained are 72.7% of students have used media app-based learning, 57.6% of students have never used application-based media in learning basic basketball techniques, 90.9% of students need effective and efficient application-based basketball learning media, 97% of students choose the basic basketball technical material that is expected to be listed in the application and the average media used when learning basketball material only uses Sipejar, YouTube, and Google Classroom.

3.2 Discussion

Learning media products based application this will used for learner theory arbitration and administration competition for PJKR FIK UM students. According to Abdullah [8] learning media is tool help the teacher in give understanding fast to shiva, so the media is a tools that support teachers to explain destination learning given _ to students and make activity study in class Becomes more directed. Learning media help create a learning process interesting [9]. The role of influential media to the learning process at the time this, participant educate will experience difficulty if the learning media used not enough adequate [10]. Based on results research conducted _ to PJKR students at FIK UM on September 27, 2021, conducted analysis need to do researcher online with _ PJKR students at FIK UM and obtained with the results of the data that 58.9% of students no once using -based media application for basketball learning, 61.3% said need existence new media development in basketball lessons.

Basketball is sport team, strong squad _ is the squad that did cooperation by good [11]. Beside cooperation team, ability technique good base also not _ lost important for support cooperation more team _ good. According to Malik and Rubiana [12], mastery of basic 9 techniques on branch basketball sport needed for make it easy student play basketball and understand regulation in basketball. Because of that in basketball learning material technique basics and rules competition is must - have material given to students belonging to in Theory refereeing and basketball matches.

Something the basketball match is led by the referee who controls the way competition for avoid disturbance or something injustice. Referee is very important role in sport individual nor sport in pairs, so often become _ referee feel worry when take decisions. In referee basketball_ consist from three people standing in the field consisting of from referee, umpire 1, and umpire 2. Every referee have right for take decision in accordance task, but referee no have right ignore or against decision other referees. So that could concluded that role a referee is needed in something match.

Competition is one _ activity sports that use system win, lose and draw or which has a comparable meaning or balanced. According to Fatmawati et al. [13] stated that competition is a activity sport with ultimate goal _ decide who winners and losers with method bring together for compete by straight away. For get winner in basketball game, duration basketball game is 4×10 minutes and if in time that no obtained winner or results series, then will there is overtime [14]. What is meant with 4×10 minutes is shared basketball game into 4 rounds, which in each the round have time is 10 min and if required duration overtime is 1×5 min. Existing regulations _ in basketball game will be packed in a learning media obtained _ from the product to be developed.

Produced product _ is learning media development Theory arbitration and administration match on the eye studying shaped basketball learning application. Product this available through the website and can used with a laptop or smartphone, product this can also accessed online and offline. Learning media based application this containing about refereeing and holding of existing basketball in FIBA 2020 rules. Inside product development also includes video, audio, images, and text in the supporting apps _ basketball lessons. Learning media Theory arbitration and administration competition this expected could make it easy student for understand basketball lessons in particular Theory arbitration and administration match.

4 Conclusion

The problem in this study is the lack of development of learning media in learning refereeing material and basketball game rules so that students need effective and efficient application-based learning media for refereeing material and basketball match rules so that they can learn the material anywhere and anytime online or offline. Based on these problems, it is necessary to develop multimedia in basketball learning through the iSpring suite application. Then the results of data analysis indicate that it is very necessary to develop media-based applications for basketball material that are suitable for use in basketball learning materials for refereeing and basketball game rules. The media will make it easier for students to learn and practice refereeing material and basketball game rules. Because this can be proven by the results of student attractiveness whose results

are average (very effective), so it is feasible to develop application-based learning media development products to be implemented in lectures.

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