



The Importance Having Fundamental Basketball Techniques Mobile Learning-Based Media

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Abstract. Developing a learning media by utilizing technological developments can improve the quality of learning and delivery of information. The destination of the study is to analyze the need for mobile learning-based learning media in basketball courses. This research is a type of qualitative descriptive research with data collection techniques using a questionnaire/questionnaire via a google form. The subjects of this research are students Department Education Physical, Health and Recreation Faculty Knowledge sports, University Country Malang class of 2019. The sample was randomly selected as many as 33 students. Based on the results of the questionnaire analysis of students who have taken basketball learning courses, it shows that: (1) students have used media application-based learning, (2) students have never used application-based media in learning basic basketball techniques, (3) students need effective and efficient application-based basketball learning media, 4) students choose basic basketball technical material that is expected to be listed in the application. Based on these data, it can be concluded that an effective mobile learning application-based learning media product is needed.

Keywords: Needs Analysis · Learning Media · Application · Basketball

1 Introduction

Education is a key factor in improving the quality of human resources. Education requires students to actively develop the potential to have strength in religious spirituality, self-discipline, character, intelligence, noble character, and ability, themselves, society, nation, and state. Good planning approaches and strategies must be prepared to achieve the goals of community education. According to [1] there are three dimensions achieved in the learning process, cognitive, emotional, and psychomotor. These three dimensions must become a single unit in order to produce personal qualities that reflect the completeness of attitudes, knowledge, and mastery of skills. Therefore, education must be carried out to the maximum. The success of a nation depends on education that improves its human resources.

The problem in the implementation of learning is the lack of use of technology in the learning process, this phenomenon is caused by a lack of skills in processing and

Table 1. Standards of graduate learning outcomes (SCPL) and basketball course learning outcomes (CPMK) in 2020.

SCPL	CPMK Basketball Course
1. Mastering concepts and theories about game and sports activities based on sports science concepts and theories (P) and being able to implement and study science and technology in the form of quality and measurable independent performance (KU) so that they are skilled in studying and applying and utilizing technology in making design and solve problems in game and sports activities (KK) and can internalize academic values, norms, and ethics (S)	2.1 Students understand the sports profile of basketball 2.2 Students have knowledge and skills in performing basic basketball techniques 2.3 Students have knowledge and skills in playing basketball

Source: UM Academic Information System 2020

managing learning media with technological developments so that these problems can affect understanding and interest in learning. So the researcher wants to know the needs of learning media that are suitable for use by students by developing or creating new learning media based on mobile learning applications for basic basketball techniques which are expected to be a source of student learning. That way, students can access the application and study the material contained in the application online or offline just and anytime because the application can support the learning process.

Physical education in general is an integral part of education that affects the cognitive, affective, and psychomotor potential of students through physical activity [2]. Through these activities, you will gain various kinds of experiences for life such as intelligence, emotion, attention, cooperation, skills, etc. In physical education, there are many branches of sports, one of which is the other is sports basketball. Basketball is a sport where the ball becomes the most mainstream media in-progress game. Sport is done by two teams each team consisting of five players. In the implementation of this basketball game, there are several basic techniques that should be understood and mastered. The basic techniques of basketball are dribbling, passing, and shooting [3]. The basic basketball technical material is listed in the 2020 curriculum which contains SCPL and CMPK in the PJKR FIK UM major, as follows (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 [4]. Learning is an activity between educators and students that are structured, realized, and directed to achieve goals [5]. Physical education learning is learning that is carried out outside the classroom or in the field, but at this time physical education learning is carried out in a classroom or room where the learning process uses various kinds of electronic media such as laptops, LCDs, projectors and the role of other media in the learning process. Media in education is needed as an intermediary in delivering messages to minimize errors in the communication process [6]. Learning Media is an aspect important in the educational process. According to [7], media learning

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

Ministry of National Education (2007)

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 arises in the learning process [8]. As an educator, you must also have creativity in making learning more interesting and not 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 using a percentage back. 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

This research can know the needs of students in the process of learning basic basketball techniques. Knowing some of these needs can be used as a reference to develop learning media that can support the learning process effectively and efficiently. The use of multimedia applications in the implementation of basic basketball technical learning materials can provide benefits to facilitate students in understanding the material presented [9]. According to [10] interactive multimedia can improve interest, motivation, and interest in following the process of learning. A similar opinion was expressed by [11] that multimedia use interactive can increase student interest in participating in learning so that students are helped in understanding the material. Based on the above opinion, the benefits of using multimedia in learning besides being able to increase student learning interest, for multimedia educators in the form of applications can be useful as an application guideline in the learning process in order to achieve goals in learning.

Based on the results of the research above, it is important to note that in the lectures on basketball learning subjects, there are no learning resources that use mobile learning applications. So the importance of developing an interesting application-based learning media with basic basketball technical material which is expected to be a source of student learning. That way, students can access the application and study the material contained in the application online or offline just and anytime because the application can support the learning process.

The role of learning media is very influential on the learning process in the current era, students will have difficulty if the learning media used is inadequate [12]. Media learning is an auxiliary tool in the process learn so the material presented is clearer and can achieve educational goals [7]. Learning media must be able to improve the quality of learning for both educators and students [13]. Learning media is expected to maximize the process of study inside and outside classrooms, learning media can also motivate students to learn happily and actively, which can improve the results of the study [14].

The utilization of media in the basketball learning process especially on the basic technical material of basketball has not been implemented effectively. Ball basketball is a game that needs a technique complex. This means that technique consists of a combination element technical which is coordinated with good, so can play with good. To achieve results maximum like catching the ball (catching), dribbling technique, technique passing the ball (passing), as well as technique shoot (shooting), (Perbasi, 2006). Ball game basketball is a game which is played by two teams which each consists of five players. Destination game is for print points (score) with method throw ball to basket opponent and attempted to prevent so that team opponent no print points. In dribbling the player can push ball, hit ball with open palms, throw, roll or dribble all over direction in the field game.

The advantages of this application product for learning basic basketball technical material are packaged in the form of an application that is made automatically interesting, easy to use, and operate, and this application can also be used without a data network or internet. In the application product developed, there is a main menu containing learning chapters of basic basketball technical material including history, facilities, and infrastructure, basic technical material, exercise variation material, videos, quizzes, and reference lists. In the material menu, there are basic basketball techniques, namely

dribbling, passing, shooting, and pivots. The resulting product can be used by educators in delivering material, at the time of learning to increase knowledge and skills learners accompanied by choice questions double as an instrument for evaluating student learning. With the development of this application product, it is hoped that learning basic basketball techniques can be understood easily and well can provide attractive students in learning basic basketball technical material, and educators get interesting media in conveying learning. Meanwhile, the weakness of this application product for learning basketball basic technical material is the large application capacity size, so using the product requires a device with a larger space capacity.

4 Conclusion

The problem of this research is the lack of development of learning media in learning basic basketball technical material so that students need effective and efficient application-based learning media for basketball basic technique material in order to be able to study 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 the data analysis show that it is very necessary to develop a media-based application of basketball material that is suitable for use in basketball learning basketball basic basketball technique material. The media will make it easier for students to learn and practice basic basketball technical material. Because this can be proven by the results of student attractiveness, the results are average (very effective), so that worth developing application-based learning media development products to be implemented in lectures.

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