



Relationship Invasion Games on Mobile Learning-Based Media PJKR FIK UM

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Abstract. This study aims to analyze the need for mobile learning-based learning media on basketball invasion materials. This research is a qualitative descriptive study, the subjects of this research are students of the Department of Physical Education, Health and Recreation, Faculty of Sports Science at Malang State University batch 2020. The samples were selected randomly. Collecting data using a questionnaire. The results of data collection needs analysis, there are 2 types of learning media in the form of sipejar and youtube, support devices for the learning process 61% laptops, 78% mobile phones, 58.9% students never use application-based media, and 56% of students stated the need for development application-based learning media. It was concluded that students of Physical Education, Health and Recreation needed a development of learning media based on mobile learning invasion materials. The following factors make there must be a mobile learning-based learning media, namely the supporting devices owned by students are adequate and teaching materials in the subject of the invasion material are still limited.

Keywords: Need analysis · Learning media · Application · Basketball

1 Introduction

Education as a lifelong human development process plays a very important role. In other words, it provides opportunities for students to be directly involved in various learning experiences during the teaching and learning process. Therefore, the success of teacher learning is highly expected, because careful preparation is needed to achieve these goals.

The process of a learning occurs in the presence of lecturers—students with reciprocal communication in educational situations to achieve a learning goal. With the development of digital technology, humans cannot be separated from the existence of this phenomenon, so with the existence of a technological development, it is necessary to use technological developments in the form of teaching materials in achieving a learning goal so that efficient learning occurs [1].

Innovation is very important and needed in all fields, and education is no exception. The innovation itself is intended for the distribution of education, your improvement, and the improvement of the efficiency and effectiveness of education. So with the innovation of a learning, of course, an innovation in basketball learning in the invasion material is

also necessary. With the innovation of basketball learning, of course, it will be better, especially in terms of effectiveness.

In this case, the researcher has distributed a questionnaire about the importance of developing learning media in health and recreation physical education students. In the questionnaire, it was found that there is a need for an increase in the development of mobile learning-based learning media.

2 Method

This study uses a survey research method. In this study using a quantitative descriptive technique with a percentage. In the case of a percentage, this is done to find out the status of something that is being presented and then presented using a percentage again. The subjects studied were students of the State University of Malang, Faculty of Sports Science, majoring in physical education, health and sports, batch 2020 (Table 1).

3 Result and Discussion

3.1 Result

The results of a survey conducted at the Faculty of Sports Science (FIK) on students majoring in Physical Education, Health and Recreation (PJKR) class of 2020, which were responded to by 124 students and gave the results of (1) the average learning media used during basketball courses, namely 2 types media, namely sipejar and the youtube application, but there are also other media such as google classroom; (2). Students have supporting devices for the learning process by 61% in the form of laptops and 78% in the form of mobile phones; (3) 58.9% of students have never used application-based media when teaching basketball in lectures; (4) 56% of students stated the need for the development of application-based media to support learning of the invasion material basketball course. With these results, efforts are needed to improve a mobile learning-based learning media so that student learning becomes more teaching materials and learning objectives can be achieved more quickly.

Table 1. Assessment criteria efforts to develop learning media based on mobile learning invasion materials in the PJKR FIK UM department.

Mastery Level	Kriteria
86–100%	Very well
71–85%	Well
56–70%	Enough
41–55%	Not Enough
40%	Wery Less

3.2 Discussion

From the research results obtained in number (1) the average learning media used during the invasion material basketball course is 2 types of media, namely sipejar and youtube applications, but there are also other media, namely google classroom. Thus the learning media in basketball courses has limitations in supporting media. In a learning media is one of the supporters of the implementation of learning and helps increase learning motivation [2]. One of the supports for success in learning is an adequate facility and infrastructure. The best support for learning is the harmony of an era, where at this time everything is digital. Where learning is not only found in books or printed materials [3].

The results obtained in the form of the number of facilities for using learning devices in the form of 61% laptop users and 78% mobile phone users. By aligning a learning support technology, students can be motivated to improve learning. With high motivation to take part in a lesson, the objectives of learning can be achieved efficiently and learning becomes even better [4]. A learning can be carried out well if the facilities and infrastructure can be perfectly equipped, in that case students have got a facility where the facilities have followed digital developments. With adequate facilities, learning can be carried out well but also requires a media that is in harmony with the facilities owned. In this case, what is meant by media is learning media that is aligned and innovated or media that has a development from the previous thing. With these new media students can be motivated to improve learning because students already have an adequate facility and coupled with the development of a new learning media [5].

The use of application-based learning media in the implementation of basketball invasion material learning can facilitate and provide benefits in understanding the material presented [6]. According to [7] the use of interactive multimedia learning media can increase student motivation and interest in participating in learning so that students are helped in understanding the material provided. Based on the above opinion, the benefits of developing learning media in the form of multimedia media on learning can increase student interest and motivation in learning in addition to increasing student interest and motivation, the media can be a guide or source of support in the learning process in order to achieve a learning goal.

4 Conclusion

From the survey results, it was stated that students wanted a development of learning media in the form of interactive media because students already had supporting facilities in the form of cellphones and laptops so that this was in harmony. With the linkage between learning media based on mobile learning and the right facilities, it will make a good learning and can accelerate the achievement of learning objectives. Not only being able to achieve learning goals, students can get high motivation and interest in participating in learning and facilitate understanding in learning basketball invasion material. Therefore it is necessary to develop a learning media based on mobile learning invasion materials for students of Physical Education, Health and Recreation at the State University of Malang. As a suggestion for class XI students of the Laboratory.

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