

Proceeding

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Theme
**The Development Of Sport Culture
To be Indonesian Civilization**

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ISORY DIY



Ministry of Youth and Sport
Republic of Indonesia



Indonesian Sport
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THE DEVELOPMENT OF COMPUTER MEDIA FOR SENIOR HIGH SCHOOL SPORT EDUCATION TEACHING AND LEARNING ACTIVITIES

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ABSTRACT

This research was aimed to reveal the stages in developing effective media for the instruction of physical, sport, and health education in high schools. The developed media were expected to include several media components, namely, texts, pictures, animations, sounds, and videos, so that they facilitate the students to comprehend the learning materials and thus increased the student's learning achievement. This study was categorized into research and development. The process of developing the multimedia was in the stages of introduction, instructional design, production, evaluation, and revision. In the production step, the initial product was developed. This product was obtained from the production process, and was validated by subject-matter and media experts. The next step was to try out the product to the students in three steps, namely, one-to-one tryout, small group tryout, and field try out. The subjects were students of SMA N 9 Yogyakarta. The data were collected using a questionnaire, test and observation. The data were in the form of the result of the evaluation on the quality of the product, recommendation for the product improvement, test scores, and other qualitative data. The quantitative data were analyzed using descriptive statistics. The recommendation obtained was used as the basis to revise the product. The result of the validation by subject-matter experts shows that the product is "very good" (average score of 4.28) while from the media expert it is "very good" (average score of 4.98). The student's evaluation on the multimedia quality shows that the product is "good". The average score for appearance aspect is 4.09 (good), content/material aspect is 3.95 (good) and learning aspect is 4.15 (good). The average score of the overall aspects is 4.06 (which is in a good criterion). The mean of the pre-test scores is 5.56, while that of the post-test is 8.23 and thus the average increase is 2.67 with 97.14 % of students have achieved the competencies. Therefore it can be concluded that the multimedia developed in this study are effective for the teaching of physical, sport, and health education in high schools.

Keywords: developing, media Assisted, instruction, Physical, Sport, and Health Education

INTRODUCTION

In senior high school of KTSP, the lesson of sport physical and health education include the theory and practical work. For example the health theory is the competence standard to apply the culture of health live, with the competence standard can be dangerous analyze employing of drugs. Think of the important by the materi for student, hope to assume the student competence can be attainment.

By the very fact from the non legitimate survey for teachers of physical, sport, and health education can get some complaint about as difficult to search the learn source because of not yet the special hand book about the healthy of senior high school students. They feel difficult to buy the book of drugs because not the store sales collection the book of drugs. Searching of source from the internet substantively can to do, but can't undeniable that for accesses the internet so that it can be an obstruction for them.

The method of conventional learning to used up till now, for example the speech of method. The process of learning still dominated with the transfer of knowledge from the teacher and the student. The any source of study can text book only and not yet to employing the others learn source. Such as too employing the media with the result that still definite and the learning disposed drawless.

A variety of problems can impelling researcher to evolving the media for physical learning, sport, and senior high school health education. In order to, the research to do in events is: How to evolving the computer of media can effective to used in physical learning, sport, and senior high school education?

This research head for give expression to the phases in multimedia of learning for effective evolving and have the characteristic, to covering a variety of the media component that is the text.

to the assessment from matter expert and media expert is "very good", and the assessment from the students in general is "good". For the performance aspect, content/matter, and instruction are assessed by almost of students belong to the "good" criteria. The score average in each assessment aspect is 4,19 on performance aspect, 3,95 on content/matter aspect, and 4,15 on instruction aspect. The whole average is 4,06 that belong to the "good" criteria. The media product that is developed effectively is used on the learning process of health, sport, and physical education. It can be seen from the result of post test i.e. 97,14% of students get the scores $\geq 6,5$, means that the instruction competency is gained.

According to the conclusion and the limitation above, can be suggested that: This media product is used on the instruction process of health, sport, and physical education in SMA in order that instruction process is more effective and efficient: and This media product can be introduced through the seminars or similar activities in order that is can be used by the wide society.

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