

Development of Football Electronic Books to Enhance Technical Knowledge and Tactics of Football Games

Zulpikar¹, Ade Ros Riza², Nimrot Manalu³
{zulpikarilaham@yahoo.com¹,
aderosriza@yahoo.com²,nimrotmanalu@gmail.com³}

Pendidikan Kesehatan Jasmani dan Rekreasi, Universitas Negeri Medan, Jl. Willem Iskandar Psr V,
Medan, Indonesia^{1,2,3}

Abstract. The development of E-book football to produce a draft electronic book soccer, as the source of learning and alternative media, which can facilitate the student exercises, in hopes of improving student reading interest and also can increase knowledge of techniques and tactics of playing football on the undergraduates, this research. Method used in is the (research and development) this liquid development research aims to produce a product in the form of E-book Football Soccer training. The results of data analysis it is known that average percentage of the results of the analysis of data from a multimedia expert was 89.83% with very good category, the average percentage of the results of the analysis data from to expert soccer is 90.55% with very good category, the average of the percentages obtained from analysis of the data a small scale trial was 89,42% with very good category, the average percentage is obtained from the results of the data analysis of large-scale trials was 91,44% by category, whit categories are retrieved, then soccer training E-book can be developed and very effective as an exercise. A summary of research that the end product development E-book liquid a form of learning that is effective for training in the basic techniques of soccer games the advice can be ist current status is a good idea to give lecturers the courses football, making use of new technology also is more varied and creative by using soccer training E-book.

Keywords: football, e-book, knowledge.

1 Introduction

Superbly book about football knowledge is immense, but the Fund at present this module cannot yet fully give soccer complacency to these students. Superbly finished Peel book football games this is what being a major cornerstone of this research. Football book fulfillment should be adapted to the new technologies also IE. Actual professors write and produce open book set up in article 12 of ACT No. 12 year 2012 of higher education mentions that the lecturers individually or in groups mandatory write open book or text book, published by the College high and/or scientific publications as one of the sources of learning and to the development of academic and cultural activities read write kebudayaan for the civitas Academica. Even specifically in Act No. 14 of 2005 teachers and professors mentioned that professors as educational, professional, and its main task is the scientist, mentranformasi, develop, disseminate science and art through education, research, and devotion to the community. Products that want to apply the electronic book development developed soccer to improve the knowledge of techniques and tactics of football games against freshman football

games courses. Formulation of the problem in this study is 1) how to develop electronic books to improve the knowledge of techniques and tactics to play soccer against a student? 2) how far the application of the book of football by electronic group developed and tested their effectiveness can increase interest and ability to read the techniques and tactics play soccer against students?. Research objectives this development is 1). Produce a draft electronic book soccer, as the source of learning and alternative media? 2. test validity) the design of the electronic book of football as a development of the design of the electronic books that can increase interest in reading and can also increase knowledge of techniques and tactics play on student participants.

The E-Book is short for Electronic Book or e-book. No other e-book is a book form that can be opened electronically via computer. This e-book file format is in the form of an assortment, there in the form of PDF (portable document format) which can be opened with Acrobat Reader program or the like. There are also the ones with the shape of the HTML format, that can be opened by browsing the internet dental explorers or offline. Along with the development of today's digital world, the e-book also evolved into a product that is extremely preferred by people. In addition to the e-book in PDF form, we can also find e-books in the form of exe. Same as e-book shaped PDF, e-books in the form of exe also should our Installer. So that later we can read these e-books. World e-book while this indeed becomes a trend and greatly facilitate those authors to be able to disseminate his writings and easily accessible. With that in mind we can technically write, imagine if an e-book doesn't take a very big costs as is the case with a book that is functional and useful, among other things: 1) small physical size, because the E-Book has a digital format, he could store in the data storage (hard drive, CD-ROM, DVD) in a compact format. Dozens, even hundreds, of books can be stored in a DVD so it doesn't take a lot of place (large room). 2) Portability, some books in e-book format can be carried easily, while it took the book in print format very heavily rotted No. 3), the e-book does not become obsolete just like regular books. Digital format of E-books can last long into the future with quality has not changed. 4) Easily processed, the contents of E-book can be traced, in-search quickly and easily. This is very useful for people who do a study of the literature. 5) can be used by people who cannot read, because the E-Book format can be processed by the computer, the contents of E-Book can be read by a computer using text to speech synthesizers. Certainly research is still needed to make the technology a good reading. In addition to the blind, the reading can also be used by people who are illiterate. In addition to this demonstration can also be set by using a font which is great for people who are difficult to read small letters.

2 Methods

This research is the development of research that aims to produce a product in the form of E-Book football, according to the study. Referee (2010:47) is the research and development activities that are relatively long known in the world of industry. Research and development (research and development) is a relatively new concept in the world of sports, particularly research conducted by lecturers as well as students in the research fields of sports. Through this research is expected to be a variation of the research more towards theory test produce a product that can be used in developing an E-Book learning basic techniques to improve football games on student course football.

The procedures used in the development of an E-Book learning techniques to improve soccer games soccer courses students comprising several stages, namely: the findings draft design of small scale trials, revision 1, test try it on a large scale, revision 2 and the final product. The subject of the trial is the target users of the product i.e. soccer courses students, including Regular PJKR class C and D PJKR. This test is done with the intent to find out if the product development of an E-Book learning football generated can be used with students of courses of football. Small scale trials of the 24 participants are students of courses football, large-scale trials of 64 students football courses. Data collection techniques in the study using interview, observation and questionnaire. Observations and interviews were conducted to gather information about the implementation process and associated football ... A questionnaire was used to obtain the results of the assessment of products from experts as well as students of courses of football to provide input and advice on the products that will be generated, as well as the assessment sheet from experts before tested to small scale as well as large scale to get the end product that fits with the expected goal.

3 Result

Development of an E-Book learning soccer after applied to students of courses of football expected 1) result from the design of an E-Book learning the basic techniques of football deserves to be used as a medium of collaboration in learning to process Soccer courses on students. 2) soccer courses Students liked and response to the E-Book, so by the time the study subjects football students better understand the basic techniques of soccer games properly. 3) the applicability of learning by using media E-Book that can enhance the capabilities developed basic techniques of soccer games soccer courses students. The next stage is to create a product using the following steps: analysis of the purpose and character of the product, an analysis of the character of students, goal setting, determining the techniques that will be practiced in the E-Book, E-Book, create, Edit an E-Book. Before being tested in small scale trials, early product model E-books learning the basic techniques of soccer first performed the validation of appropriate experts with field research. Researchers involves 3 people are expert lecturers, namely, Dr. Nimrot Manalu, M. Kes as a football expert, M. Akhmal, M. Or as an expert II soccer, and Hariansyah Fiky, S. Kom as a multimedia expert to validating products E-Book learning basic techniques Football courses for college students. The results of the questionnaire of charging football experts, multimedia expert, gained an average of more than 4 value i.e. 4.60 with that fall into the category of assessment of "good/right". In this case it can be inferred that the model E-books learning the basic techniques of soccer to football courses student participants can be used for small scale trials.

A small trial result performed against E-Book products in learning can be in positive student response motivation courses football of 89.42%. The conclusion of the effectiveness of the response of the students of courses of football against E-books learning football in the categories very well.

Product E-books learning soccer after tested on a small scale and has been revised, the next step is to conduct a large-scale trial. Large scale trials underway in two (2) regular class PJKR the Faculty of sports science State University of Medan. For 64 students as respondents in may in response to positive soccer learning in students of 91.44% so the conclusion of football courses student effectiveness against E-books learning football in the categories very well.

4 Discussion

In perfecting this product where E-Book for learning football researchers generate is the E-Book, so that later users of this product i.e. Lecturer/trainer of football or even the students themselves would be easier to mention in its use. Provide learning the basic techniques of soccer games on student subjects, especially football fundamentals basic techniques of football games is not easy. In addition, in the learning process should be able to provide easy movement technique is practiced by students of courses in learning the basic techniques of soccer football games. Excellence E-Book study course students on football soccer this is presenting fundamental basic techniques of soccer games. Development of an E-Book learning football, serves the basic techniques of soccer games that are expected to simplify student soccer courses to enhance the capabilities of football games. In addition to having an advantage, E-books learning soccer also has drawbacks. In E-learning This soccer Book shows only basic techniques on how to do the exercises while dribbling, passing and shooting without showing on the football game ' application.

5 Summary And Advice

Based on the results of research and discussion about the development of an E-Book learning soccer, then it can be inferred from the Form 1) this medium in the form of an E-Book learning basic soccer techniques soccer can be used as an alternative media learning soccer future collaboration. 2) how to use or operation of the media E-Book football learning very easy and the equipment used must be appropriate hardware and software for the E-Book deployment.

Suggestions with the utilization of this product is: E-books learning soccer football courses for students at the Faculty of sports science State University of Medan as products that have been produced in this study can be used for learning alternative football by lecturers in improving basic techniques of soccer games soccer courses students. A few suggestions that can be delivered with the use of this product: 1) Suggested we recommend to professors, as well as coach as the constructor of Student activity units of football should utilize advances in technology that are more varied and creative with using E-books learning football as soccer learning program. 2) University/Faculty of Parties is expected to provide facilities of usage of E-books learning basic techniques for the enhancement of football soccer games soccer courses students.

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