

Application of Multimedia Applications in Basketball Courses

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Abstract. This research aims to improve students' understanding of learning in basketball courses. Through the developed application media, it is hoped that it can provide a solution to increase students' basic knowledge and techniques in learning the sport of basketball, be easier to understand and can support the online and offline learning process. It is hoped that in the future this application will become an alternative learning in basketball courses. The research method that will be used is the Research & Development (R&D) method by developing products, testing the effectiveness of the product so that it achieves the desired goals. Conclusion from the results of research, this media is very suitable for use by lecturers in basketball courses, especially in basketball learning, as input in preparing programs to increase lecturer creativity in technological developments in study programs and lecturer performance.

Keywords: Implementation, Applications, Multimedia, Basketball.

1 Introduction

In accordance with the vision and mission of the Faculty of Sports Science, Medan State University where I serve as a lecturer, namely conducting research and development in the field of innovative, creative and up-to-date sports science with the support of science and technology. So I am obliged to carry out research aimed at the development and scientific that I investigated. The research that I conducted has a very important meaning and use of myself as a researcher and other people who read the results of my research. Because what I found when I did a research in the form of obstacles or solutions to improve the results of training on students and students could be a reference material for further researchers. From the research I did, there were a number of students who asked permission and consulted me to use the results of my research as their reference in completing the thesis as one of the requirements to obtain a bachelor's degree. I responded positively this with a sense of pride in my heart that the research that I conducted so far can be useful and beneficial for others. The innovative value contained in the research that I have carried out is that I am increasingly enthusiastic and

motivated to do other research. Because in my opinion a successful lecturer in teaching is when a lecturer successfully uses the results of his research in teaching and learning activities

Multimedia basketball game applications for beginner players can facilitate training in understanding basic basketball techniques for beginner players and become a learning resource that can be utilized by coaches and individuals who are new to the game of basketball to learn actively, creatively, innovatively, independently and effectively for training development. beginner basketball players because it can create effectiveness in the process of recognizing basketball referee signals for beginner players. In relation to the consistency of scientific development or expertise that I have in the sportsman sports branch, is how my efforts to strive for the steps to develop basketball sports through the field of research. This effort is an effort to improve the quality of human resources which is primarily demonstrated for the formation of the character of the character of students and personality intended the characteristics of discipline, sportsmanship, cooperation, honesty and responsibility. The development of basketball sports through this research pathway then I realized the results of my research to students who were carrying out internship activities at the basketball club in Medan. So that in the end this effort is expected to be able to create the development of the quality of basketball sports technology to improve tiered and successful achievements, through appropriate research and use sports science and technology, then the young seeds of talented basketball players can be produced. Because it is obligatory for me to remain consistency in the development of Basketball through research, because it is time for the achievement of sports basketball to move on a better level of achievement. The lecture process applied by a lecturer, is necessary to make a careful recovery plan. This lecture plan is contained in the purpose of lectures, the media of teaching materials to be selected ,, evaluation tools to find out the benchmark of the extent of the achievement of student results in understanding a learning that has been carried out. Therefore it takes a deep understanding to be able to make careful learning preparation. Based on the analysis of the results of experience in the field when researchers carry out lectures, researchers believe the need for the use of technology in the form of the development of application -based basketball teaching materials, which is able to help students increase their knowledge in exploring the Basketball course that can be accessed through the media both online and offline By using an Android application, as a lecture media. The most comfortable condition for students in millennial times is when students can get competence both in terms of skills and knowledge, without having to meet face to face.

2 Methods

This research develops the application of the Basketball Multimedia application using one of the development research models (R&D) and what researchers use in developing products is to use the Borg and Gall model with the 7 stages of development of product development.

3 Results And Discussion

The stages in developing the results of the product are one of the strategies in designing a planning and manufacturing product design that will be used as a basketball course media. Furthermore, conducting an analysis stage of the element of information needs that are directly related to research, it was found that basketball multimedia products as teaching materials were developed, with the aim of increasing the results of lecture activities in basketball courses through multimedia applications. The method of collecting data used is qualitative data, while quantitative data is obtained by converting qualitative data on the data that has been collected. The instrument used in this study was a questionnaire for needs analysis. After the required data is collected, the data should be immediately analyzed using descriptive statistics, and then the results of the multimedia applications of basketball applications are presented in the form of a percentage. The process of multimedia application of basketball applications Evaluation of experts from experts, in field tests for initial instruments in the form of understanding tests from students on products that have been developed through applications that are compiled based on the concept of evaluation of the level of progress of the results of understanding the deepening of basketball material through the product that has been developed researcher. The initial field test instrument was a test of students' understanding of basketball game techniques as well as match management and a questionnaire prepared based on the student's evaluation concept. Validation on Multimedia Materials for basketball game applications is done to find out how far the level of differences in advantages and disadvantages of applying the multimedia basketball application that has been developed. validation results of multimedia basketball game applications by basketball learning material experts, namely basketball coaches and lecturers who teach basketball courses at Universitas Negeri Medan, overall received very decent criteria (87.52%), so that multimedia basketball game applications can be used as teaching materials for courses. basketball in the learning process. Based on questions from the validation questionnaire filled out by basketball game experts and media experts, it was revised according to suggestions from the validation material. The results of the assessment of multimedia -based basketball teaching materials, overall media experts obtain very decent criteria (89.70%), so the multimedia basketball application can be accepted and used in basketballquinated lecture activities. Based on questions from the validation questionnaire filled out by teaching materials experts, basketball learning materials using multimedia applications were revised according to suggestions from media validation. Validation from experts resulted in an overall percentage of expert meter validators totaling 86.50%, so the criteria for the product can be categorized as "very feasible". through calculation results from media expert validators, the percentage results totaled 90.67%, so they were categorized with the criteria "very feasible" and the value was greater than the material expert percentage results. The total percentage results from basketball learning material expert validators and media experts obtained a percentage of 89.44% so it was categorized with the criteria "very feasible"

This study aims to improve the results of basketball courses through multimedia applications that will help make it easier for students to apply lecture material to practice in the field. There are still many products produced that must be developed, especially in the material depth, so that the grafts of the contents of the material delivered are more complete as a whole. In the next stage the development to be designed aims to improve the results of the achievement of material in the course basketball through multimedia applications. The achievement of the final results of the achievement of this material will be tested through the implementation of

the final product to determine the level of product influence on increasing lectures of basketball courses.

4 Conclusion

Conclusion From the results of research conducted by researchers, through the application of the multimedia basketball application can make it easier for students to follow and understand the material of the basketball Lecture. This media is very suitable for use by basketball Course Lecturers, especially in basketball Learning as an input in preparing programs to improve lecturer creativity in the development of technology in study programs and lecturer performance.

Thank-You Note

I am very prescribed by the Faculty of Sports Science which has provided the opportunity for me to participate as one of the writers in the education seminar held by the Medan State University. Hopefully this seminar can add to my insight to further explore the discipline of science that I have pursued

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