

# Interactive Learning Media of Football Learning on Physical Education

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**Abstract.** During the pandemic, the learning process took place many system changes, starting from the technical implementation carried out online as well as setting learning hours in schools to be shorter. This also has an impact on the physical education learning process in schools. So the need for learning media that can overcome the problems of online learning and the lack of learning time. The purpose of this research is to create interactive learning media that can be accessed online or offline. This media is based on the Lectora Inspire application and contains material about the Football Game for senior high school students. This is a research development or Research and Development with stages a) Analysis b) Planning c). Development d) Implementation e) Evaluation. The population of this research is 10th and 11th grade the students of Senior High School with the sampling technique using random sampling. This interactive media based on Lectora Inspire is considered effective for online and offline learning and is in accordance with the Learning Objectives for Competence in Big Ball Game for Class 10th and 11th grade Senior High School.

**Keywords:** Football, interactive, learning media

## 1 Introduction

The goal of physical education is to help children develop their mental, physical, and psychomotor abilities in order to help them become mature, autonomous adults who can subsequently be employed in daily life [1]. In line with that, the aim of Physical Education is to achieve the process of developing the cognitive, affective, and psychomotor domains [2] as well as mental and social [3] through physical activity. Physical education learning is centered on application and movement-based learning, which includes content in line with Core Competencies and Basic Competencies. Learning goals must be met for both Core Competencies and Basic Competencies. The involvement of a learning media will be crucial in achieving these learning objectives. Particularly now, when learning is implemented during shortened school days due to the Covid-19 pandemic. so that instructional time cannot be used to its fullest advantage for physical education learning.

The role of online-based interactive learning media used by students and teachers is expected to overcome the lack of face-to-face learning hours for Physical Education. Media is anything that can provide information from sources of information to recipients of information [4]. One of the key elements in raising learning quality is the use of learning media, which is a result of technical advancements in the field of education and demands that learning be efficient and

effective [5]. Interactive learning materials based online are one sort of educational media. The media that will be created in this research will be interactive online content that adheres to established Core Competencies and Basic Competencies. For the great game of football for high schools, an interactive media based on Lectora Inspire was created in this study. It contains Core Competencies and Basic Competencies material.

One of the Basic Competencies in the Physical Education curriculum for high schools is the large-ball sport of soccer. The fundamental moves in football include passing, dribbling, shooting, heading, and goalkeeping [6]. The availability of learning resources with in-depth photographs and videos of the content will tremendously aid physical education teachers in their responsibility of helping pupils master these skill.

## **2 Literature review**

Interactive Learning Media based on Lectora Inspire is the title of her article. This research and development aims to understand the prevalence of interactive learning media products assisted software lectora inspire and to understand learners' reactions to these products' developed material relations and functions. The research method employed in this study is based on Brog and Gall's 10 step research and development process that Sugiyono simplified into 7 phases. Potential issues, data gathering, product design, validation, design enhancement, product testing, and product revision are the steps. The validation sheet and student responses to the questionnaire are the data gathering tools. According to the study's findings, the interactive learning media-assisted software Lectora inspire on material relations and class X functions, which was created with Brog and Gall and modified by Sugiyono, has been deemed feasible for use by experts in materials and media under good criteria, with an average rating of 4,2 for material experts and 3,5 for media experts. The average score for the student reaction to the interactive learning program Lectora inspire on material relation and function was 4,0167 [7]. The goal of this research is to ascertain how interactively children react to media based on Lectora Inspire, in line with Hamidah's research on high school football. Additionally, development study by Borg and Gall is comparable to this research and is of the same type. The same tool is employed, which is an expert evaluation sheet. The goods created in Hamidah's study were deemed appropriate for usage by students by industry professionals.

Lectora Program Interactive Media Development Android-Based Inspire On Journal Materials Adjustment Of Class Xi Accounting And Service Companies Financial Institutions Of State Vocational School 10 Surabaya. With the introduction of the 2013 curriculum system and the advancement of science and technology in the fourth industrial revolution, teachers were expected to be able to keep up with new advances. Utilizing an android smartphone to create interactive media was one approach to benefit from current technologies. Students might learn at any time, anyplace, by using an engaging application on an android smartphone. As a result, learning proceeded smoothly. Interactive media was supported by a variety of programs, including Lectora Inspire. The aim of this project was to create interactive media for the Lectora Inspire software running on Android using data from service company adjustment journa. The definition, design, development, and dissemination stages are all included in the 4D development model that Thiagarajan created for this form of development research. The research, however, was only able to get to the development stage because of the short time it

had. Twenty students from class XI Accounting and Financial Institutions 4 at SMK Negeri 10 Surabaya served as the study's subjects, together with media and material specialists and experts in their fields. using a survey as a research tool and quantitative descriptive analysis as a method of data analysis. Several processes were taken to assess the viability of interactive media, including media evaluation, revision, validation, and small-scale tests. The average response rate from material specialists was 81.30%, that from media experts was 84%, and that from students was 93.33 [8].

Similar to Mely's research, this research design can also be accessed using Android wherever students are. This online-based media that can be accessed using Android is considered feasible by experts for use in learning.

## **2.1 Learning media**

Learning media is physical equipment to present learning to students [9]. Learning media is also a messenger technology that can be applied to learning [10]. Because it will make it simpler for teachers to transfer knowledge in order to accomplish learning objectives, the role of learning media in learning is crucial. The following are some of the functions of learning media: 1) fostering learning motivation; 2) reinforcing previously taught material; 3) offering learning stimuli; 4) eliciting student reactions; 5) offering quick feedback; and 6) encouraging suitable exercise [11]. There are 2 functions of learning media, including 1) media as a tool in learning. As a tool in learning, media has a function to make it easier to achieve learning objectives and improve the quality of learning. 2) Media as a learning resource. Media can also be used as a source of knowledge to help students understand the material [12].

For pupils to reach their full potential, dynamic, supportive, and dialogical media and educational techniques must be made available. This is due to the fact that when provided with various media or infrastructure that supports the ongoing engagement process, students' potential will be more stimulate [13]. Anything that may communicate ideas through a variety of media and pique students' interest and/or thoughts in order to promote the development of a learning process and the addition of new knowledge to students in order to successfully accomplish learning objectives is considered learning media [14]. Interactive learning media built on information technology is one sort of media used in education. A method of delivering instruction that uses computer control to show students recorded video content that includes graphics, sounds, and the ability to reply to users is known as interactive learning media [15]. Media Called interactive because this media is designed to involve the user's response actively [16].

Lectora inspire is a powerful tool for producing educational material. Because Lectora inspire does not require knowledge of complex programming languages, it is a reasonably simple electronic learning (e-learning) development tool to use or install. Because those of us who are proficient in or familiar with Microsoft Office have a familiar interface with Lectora inspire [17]. Because Lectora Inspire is specifically made for novices, its benefits include being very simple to use when creating learning media and having the ability to produce test or evaluation materials. This tool is simple to use even for teachers with limited computer skills. Making use of the Lectora Inspire application tool, we can create lesson plans for student [18]. Lectora inspire can be accessed online or offline [19]. Lectora Inspire is a new innovation in the application of digital-based learning in learning. This can help teachers to be able to increase

competence in the use of digital technology in learning. Digital competence is the basis for the successful professional activity of any specialist in the field of education [20]

### 3 Methods

This preliminary study is a development study with the goal of creating interactive learning media products. A technique or approach used to create or validate items used in education and learning is research and development [21]. The population of this study were students of class X high school with a sampling technique using random sampling. The stages carried out in this research are Analysis, Planning, Development, Implementation, Evaluation with the following description:

#### 1) analysis

Stages of analysis carried out with initial observations. At this stage, it is carried out to collect initial data in the form of the needs of the teacher as a user of the product to be developed. Data collection can be done by measuring needs, literature studies, research on a small scale and considerations in terms of value [22]. The next stage is to make observations of learning to schools and interviews with Physical Education teachers. Next, conduct a literature study related to the problems studied and collect information related to interactive learning media to partners.

#### 2) Planning

The planning stage is carried out by setting goals and development steps. At this stage, the steps taken are plans before developing learning media, including:

##### a) Curriculum Analysis

The creation of interactive learning materials must be based on the high school curriculum, which include competency criteria, fundamental skills, and measures of success for subjects like high school physical education.

##### b) create a storyboard display layer

After analyzing the Basic Competencies curriculum for the Big Ball Game, a storyboard is drawn up as an overview of the product layer display of the resulting application. As an initial illustration of the display form of the contents of the layer is an example as follows :

**Table 1.** Content of layer draft lectora inspire

<b>Interactive Learning Media</b>	
Preface	Football Picture
Basic Competencies	Basic Competencies for High School
Learning material	Dribbling, Passing, Shooting
Refereces	Learning sources of PE High School

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