

ABSTRAK

Andes Martua Harahap. Pengembangan Media Pembelajaran Interaktif Permainan Bola Basket Pada Mata Pelajaran Pendidikan Jasmani Olahraga Kesehatan.

Penelitian ini bertujuan untuk menghasilkan media pembelajaran multimedia interaktif berbasis *Adobe Flash* materi permainan bola basket dan penggunaannya pada Mata Pelajaran Pendidikan Jasmani Olahraga Kesehatan SMA/SMK di Kecamatan Percut Sei Tuan Kabupaten Deli Serdang. Penelitian ini merupakan penelitian dan pengembangan yang sering disebut *Research and Development (R & D)* yang terdiri dari; *Define, Design, Development, and Dissemination*. Subjek dalam penelitian ini antara lain guru Pendidikan Jasmani Olahraga Kesehatan (PJOK) yang berjumlah 10 (sepuluh) orang, dan 190 (delapan puluh) siswa kelas XI dari 5 (lima) SMA/SMK di Kecamatan Percut Sei Tuan Kabupaten Deli Serdang. Pengumpulan data dilakukan dengan menelaah seluruh data yang terkumpul dari berbagai sumber yaitu desain dan validasi produk, pemberian angket, observasi, pengujian kelompok kecil dan besar pada guru dan siswa, serta dokumentasi. Analisis data dilakukan dengan menelaah tanggapan dan hasil validasi *Expert Judgment*, pengujian kelompok kecil, dan diseminasi produk dalam pengujian kelompok besar dari guru dan siswa dalam pengembangan dan penggunaan media pembelajaran multimedia interaktif berbasis *Adobe Flash* materi permainan bola basket. Hasil penelitian menunjukkan bahwa media pembelajaran multimedia interaktif berbasis *Adobe Flash* materi permainan bola basket layak digunakan, pada pengujian kelompok kecil guru dan siswa diperoleh nilai rerata per instrument dengan nilai 4.56 dan 4.46 sedangkan pada diseminasi guru dan siswa diperoleh nilai rerata per instrument dengan nilai 4.68 dan 4.39 dengan kriteria “**sangat baik**” dan “**baik**”. Media pembelajaran ini membuat siswa lebih mudah memahami materi dan mempraktikkan keterampilan permainan bola basket.

Kata Kunci: *Multimedia Interaktif, Pengembangan Media Pembelajaran, Bola Basket.*



ABSTRACT

Andes Martua Harahap. Development of Interactive Learning Media Basketball Games in Subjects Physical and Sports Health Education

This study aims to produce interactive multimedia learning media based on Adobe Flash basketball game material and its use in Subjects Physical and Sports Health Education for High School/Vocational Schools in Percut Sei Tuan District, Deli Serdang Regency. This research is a research and development that is often called Research and Development (R&D) which consists of; Define, Design, Development, and Dissemination. Subjects in this study include teachers of Physical and Sports Health Education totaling 10 (ten) people, and 190 (eighty) grade XI students from 5 (five) high schools / vocational high schools in Percut Sei Tuan District in Deli Serdang Regency. Data collection is done by examining all data collected from various sources, namely product design and validation, questionnaires, observations, small and large group testing of teachers and students, and documentation. Data analysis was performed by examining the responses and validation results of Expert Judgment, small group testing, and product dissemination in large group testing from teachers and students in the development and use of interactive multimedia learning media based on Adobe Flash basketball game material. The results showed that interactive multimedia learning media based on Adobe Flash basketball game material was appropriate to use, in testing small groups of teachers and students the mean scores per instrument were 4.56 and 4.46 while in the dissemination of teachers and students the mean scores per instrument were 4.68 and 4.39 with the criteria of "**very good**" and "**good**". This learning media makes it easier for students to understand the material and practice basketball game skills.

Keywords: *Interactive Multimedia, Learning Media Development, Basketball.*

