ABSTRAK

AKRAM MUHIBULLAH BANGKO. Pengembangan Aplikasi Sistem Administrasi Pertandingan Olahraga Sepak Takraw Berbasis Web. Tesis. Medan: Program Pascasarjana Universitas Negeri Medan

Penelitian ini bertujuan untuk mengembangkan aplikasi administrasi pertandingan olahraga sepak takraw berbasis web guna meningkatkan efisiensi dan akurasi dalam pengelolaan turnamen. Jenis penelitian dalam penelitian ini adalah penelitian kualitatif dengan studi pengembangan dengan menggunakan desain penelitian *Research & Development* (*R&D*) dari Borg and Gall. Penelitian ini dilakukan dengan 9 tahap penelitian, yaitu (1) *Research and Information Collecting*, (2) *Planning*, (3) *Develop Preliminary of Product*, (4) *Preliminary Field Testing*, (5) *Main Product Revision*, (6) *Main Field Test* , (7) *Operational Product Revision*, (8) *Oprational Field Testing*, dan (9) *Final Product Revision*. Populasi dalam penelitian ini adalah wasit, pelatih dan atlet PSTI daerah Kabupaten/ Kota. Uji coba Tahap I dilakukan terhadap 10 orang pengurus, wasit, pelatih dan atlet menghasilkan presentasi sebesar 78,33 % dengan kriteria "Layak". Uji coba Tahap II dilakukan terhadap 20 orang pengurus, wasit, pelatih dan atlet di SUMUT dapat dilihat bahwa dengan rata rata persentase sebesar 93,77 % dengan kategori "Sangat Layak" untuk dipergunakan sebagai cara baru dalam melakukan penginputan data kedalam aplikasi sistem administrasi pertandingan sepak takraw.

Kata Kunci: Sistem administrasi Pertandingan Olahraga, Sepak Takraw, Berbasis Web

ABSTRACT

AKRAM MUHIBULLAH BANGKO. Development of Web-Based Sepak Takraw Sports Match Administration System Application. Thesis. Medan: Postgraduate Program, State University of Medan

This research aims to develop a web-based sepak takraw sports match administration application to improve efficiency and accuracy in tournament management. The type of research in this study is qualitative research with a development study using the Research & Development (R&D) research design from Borg and Gall. This research was conducted with 9 research stages, namely (1) Research and Information Collecting, (2) Planning, (3) Develop Preliminary of Product, (4) Preliminary Field Testing, (5) Main Product Revision, (6) Main Field Test, (7) Operational Product Revision, (8) Operational Field Testing, and (9) Final Product Revision. The population in this study were referees, coaches and PSTI athletes in the Regency / City area. Phase I trials were conducted on 10 administrators, referees, coaches and athletes resulting in a presentation of 78.33% with the criteria " Feasible ". Phase II trials conducted on 20 administrators, referees, coaches and athletes in SUMUT can be seen that with an average percentage of 93.77% with the category "Very Feasible" to be used as a new way of inputting data into the sepak takraw match administration system application.

Keywords: Sports Match Administration System, Sepak Takraw, Web-based