

ABSTRAK

FIRMAN BENHARD SILAEN. Pengembangan Materi Ajar Bola Basket Berbasis Macromedia Flash pada Pembelajaran Pendidikan Olahraga dan Kesehatan Siswa kelas X SMA Methodist-8 Medan. Tesis. Medan: Program Pascasarjana Universitas Negeri Medan, April 2021

Penelitian ini bertujuan untuk menghasilkan media pembelajaran teknik dasar bola basket berbasis *macromedia flash* siswa SMA kelas X yang dapat digunakan oleh siswa sebagai sumber belajar secara mandiri. Jenis penelitian yang digunakan adalah *research and development (R&D)* yaitu pengembangan materi pembelajaran berbasis *macromedia flash*. Model pengembangan media pembelajaran ini dikembangkan berdasarkan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek uji coba adalah siswa kelas X SMA Methodist-8 Medan yang di uji cobakan sebanyak 1 orang guru mata pelajaran dan 45 siswa. Instrumen yang digunakan untuk mengumpulkan data dalam penelitian dan pengembangan ini berupa angket atau kuisioner. Teknik analisis data dengan menggunakan analisis statistik deskriptif. Hasil penelitian menunjukkan bahwa media pembelajaran teknik dasar bola basket berbasis *macromedia flash* untuk siswa kelas X SMA layak digunakan sebagai sumber belajar siswa. Hal ini ditunjukkan dari beberapa penilaian yang telah dilakukan oleh ahli media, ahli materi dan uji coba lapangan. Hasil akhir penilaian dari ahli media menunjukkan bahwa teknik dasar bola basket dinyatakan “sangat baik” dengan presentase 86 % dan hasil penilaian dari ahli materi menunjukkan kategori “sangat baik” dengan presentase 85%. Hasil uji coba guru mendapat kategori “sangat baik” dengan presentase 90,76% dan hasil uji coba siswa mendapat kategori “sangat baik” dengan presentase 93,84%.

Kata kunci: Media pembelajaran, *Macromedia Flash*, Teknik dasar bola basket



ABSTRACT

FIRMAN BENHARD SILAEN. The Development of Macromedia Flash-based Basketball Teaching Materials in Learning Sports and Health education for class X SMA Methodist-8 Medan. Thesis. Medan: Postgraduate Program, State Universitas Negeri Medan, April 2021

This study aims to produce learning media for basic basketball techniques based on macromedia flash for X grade high school students that can be used by students as a learning resource independently. The type of research used is research and development (R&D), namely the development of learning materials based on Macromedia Flash. This learning media development model was developed based on the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model. The subjects of the trial were students of class X SMA Methodist-8 Medan who were tested as many as 1 subject teacher and 45 students. The instrument used to collect data in this research and development is a questionnaire or questionnaire. Data analysis techniques using descriptive statistical analysis. The results showed that the learning media for basic techniques of basketball based on macromedia flash for grade X SMA students were feasible to be used as a learning resource for students. This is indicated by several assessments that have been carried out by media experts, material experts and field trials. The final result of the assessment of the media expert shows that the basic basketball technique is declared "very good" with a percentage of 86% and the results of the assessment of the material expert show the category of "very good" with a percentage of 85%. The results of the teacher trials got the "very good" category with a percentage of 90.76% and the results of the student trials got the "very good" category with a percentage of 93.84%.

Keywords: Basic Basketball Techniques, Learning media, Macromedia Flash

