

ABSTRAK

Valentino Febryanto Sihotang. NIM: 6213311041, “Pengembangan Model Permainan Kasti dan Voli (KASVOL) Dalam Pembelajaran Penjas Pada Siswa Kelas X SMK Negeri 1 Percut Sei Tuan”. Pembimbing: Dr. Hariadi.M.Kes. Skripsi : Fakultas Ilmu Keolahragaan UNIMED 2026.

Penelitian ini bertujuan untuk mengembangkan serta mengetahui tingkat kelayakan model permainan Kasti dan Voli (KASVOL) sebagai variasi pembelajaran Penjas pada siswa kelas X SMK Negeri 1 Percut Sei Tuan. Penelitian ini menggunakan metode penelitian dan pengembangan (*Research and Development/R&D*) dengan mengacu pada model pengembangan Sugiyono, yang dibatasi sampai pada tahap uji coba produk. Tahapan penelitian meliputi potensi dan masalah, pengumpulan data, desain produk, validasi desain, revisi desain, dan uji coba produk. Instrumen pengumpulan data berupa hasil penilaian mengenai kualitas produk, saran untuk perbaikan produk, dan hasil pengisian kuesioner oleh siswa. Subjek penelitian meliputi ahli media, ahli materi, ahli praktikalitas, serta siswa kelas X SMK Negeri 1 Percut Sei Tuan sebagai subjek uji coba. Instrumen pengumpulan data berupa angket validasi ahli dan angket respons siswa. Data dianalisis menggunakan teknik analisis deskriptif persentase. Hasil penelitian menunjukkan bahwa validasi ahli media memperoleh persentase sebesar 92%, ahli materi sebesar 100%, dan ahli praktikalitas sebesar 100%, yang seluruhnya berada pada kategori sangat baik. Hasil uji coba kelompok kecil memperoleh persentase sebesar 92,77%, sedangkan uji coba kelompok besar memperoleh persentase sebesar 96,09%, yang juga berada pada kategori sangat baik. Berdasarkan hasil tersebut, dapat disimpulkan bahwa model permainan kasti dan voli (KASVOL) yang dikembangkan dinyatakan sangat layak digunakan sebagai alternatif dan variasi pembelajaran Penjas di sekolah.

Kata kunci: permainan kasti dan voli (KASVOL), penelitian dan pengembangan, Sugiyono, pembelajaran Penjas

ABSTRACT

Valentino Febryanto Sihotang. Student ID: 6213311041, “Development of a KASVOL (Kasti and Volleyball) Game Model in Physical Education Learning for Grade X Students at SMK Negeri 1 Percut Sei Tuan”. Advisor: Dr. Hariadi, M.Kes. Thesis: Faculty of Sports Science, UNIMED 2026.

This study aims to develop and determine the feasibility of the Kasti and Voli (KASVOL) game model as a variation of physical education learning for 10th grade students at SMK Negeri 1 Percut Sei Tuan. This study uses a research and development (R&D) method with reference to Sugiyono's development model, which is limited to the product testing stage. The research stages included potential and problems, data collection, product design, design validation, design revision, and product testing. The data collection instruments consisted of assessments of product quality, suggestions for product improvement, and the results of questionnaires completed by students. The research subjects included media experts, material experts, practicality experts, and 10th grade students of SMK Negeri 1 Percut Sei Tuan as test subjects. The data collection instruments were expert validation questionnaires and student response questionnaires. The data were analyzed using descriptive percentage analysis techniques. The results of the study show that media expert validation obtained a percentage of 92%, material experts 100%, and practicality experts 100%, all of which are in the excellent category. Small group trials obtained a percentage of 92.77%, while large group trials obtained a percentage of 96.09%, which are also in the excellent category. Based on these results, it can be concluded that the developed KASVOL model is highly suitable for use as an alternative and variation in physical education learning in schools.

Keywords: *Kasti and Volleyball (KASVOL), research and development, Sugiyono, physical education learning*