

ABSTRAK

DANIEL F SILITONGA. Pengembangan Perangkat Penilaian Game Intelligence Berbasis Small Sided Games Pada Pemain Sepakbola Usia 14-16 Tahun. Tesis. Medan: Program Studi Pendidikan Olahraga Fakultas Ilmu Keolahragaan Universitas Negeri Medan. 2026

Penelitian ini bertujuan untuk mengembangkan perangkat penilaian game intelligence berbasis small sided games (SSG) pada pemain sepakbola usia 14–16 tahun. Latar belakang penelitian ini didasarkan pada belum tersedianya instrumen yang objektif, sistematis, dan praktis dalam menilai kemampuan game intelligence pemain di kalangan pelatih lokal. Metode penelitian yang digunakan adalah penelitian dan pengembangan (Research and Development) dengan model ADDIE yang meliputi tahap analysis, design, development, implementation, dan evaluation. Subjek penelitian terdiri dari 30 orang pelatih berlisensi D, C dan B Nasional yang aktif melatih anak usia 14–16 tahun minimal 2 tahun dan sudah memiliki pengalaman berkompetisi sebagai observer dan 6 orang pemain sebagai objek penilaian. Produk yang dihasilkan berupa instrumen penilaian berbasis observational rating scale yang terdiri dari empat komponen, yaitu scanning, movement, decision making, dan execution, yang diamati dalam tiga situasi permainan, yaitu menyerang, bertahan, dan transisi dengan total 12 item penilaian. Hasil validasi oleh ahli sepakbola memperoleh persentase sebesar 91,3%, ahli bahasa sebesar 92,6%, dan ahli psikologi olahraga sebesar 80%, yang menunjukkan bahwa instrumen berada pada kategori sangat layak. Hasil implementasi menunjukkan bahwa instrumen memiliki tingkat reliabilitas yang baik dengan nilai Cronbach's Alpha sebesar 0,795 dengan kategori Andal. Hal ini menunjukkan bahwa instrumen mudah digunakan, memiliki indikator yang jelas, serta sesuai dengan situasi permainan sepakbola. Berdasarkan hasil penelitian, dapat disimpulkan bahwa perangkat penilaian game intelligence berbasis small sided games yang dikembangkan dinyatakan layak dan dapat digunakan sebagai alat penilaian dalam pembinaan sepakbola, khususnya pada pemain usia 14–16 tahun.

Kata kunci: Game intelligence, small sided games, instrumen penilaian, sepakbola

ABSTRACT

DANIEL F. SILITONGA. Development of a Game Intelligence Assessment Instrument Based on Small-Sided Games for Soccer Players Aged 14–16.

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This study aims to develop a game intelligence assessment instrument based on small-sided games (SSG) for soccer players aged 14–16 years. The background of this study is based on the lack of objective, systematic, and practical instruments to assess players' game intelligence among local coaches. The research method employed was Research and Development (R&D) using the ADDIE model, which consists of analysis, design, development, implementation, and evaluation stages. The research sample consisted of 10 coaches holding National D, C and B licenses who have been actively coaching players aged 14–16 for at least two years and have competitive experience as observers, as well as 6 players as assessment subjects. The product developed is an observational rating scale-based assessment instrument comprising four components: scanning, movement, decision making, and execution. These components are assessed across three game situations: attacking, defending, and transition, resulting in a total of 12 assessment items. The validation results showed that the instrument achieved a score of 91.3% from football experts, 92.6% from language experts, and 80% from sports psychology experts, indicating that the instrument falls within the “highly feasible” category. The implementation results revealed that the instrument has good reliability, with an Cronbach's Alpha value of 0.795 categorized as “good.” This demonstrates that the instrument is easy to use, has clear indicators, and is appropriate for real soccer game situations. Based on these findings, it can be concluded that the developed game intelligence assessment instrument based on small-sided games is valid, reliable, and practical, and can be effectively used as an evaluation tool in soccer coaching, particularly for players aged 14–16 years.

Keywords: Game intelligence, small-sided games, assessment instrument, soccer

