

Abstrak

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS KODULAR PADA MATERI SEPAK BOLA UNTUK PESERTA DIDIK SEKOLAH MENENGAH PERTAMA

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Latar Belakang: Perkembangan teknologi digital menuntut inovasi dalam pembelajaran, termasuk pada mata pelajaran Pendidikan Jasmani, Olahraga, dan Kesehatan. Pembelajaran sepak bola di SMP masih didominasi metode konvensional sehingga kurang mampu meningkatkan pemahaman peserta didik secara optimal. Penelitian ini bertujuan mengembangkan media pembelajaran interaktif berbasis Kodular pada materi sepak bola serta menguji kelayakan dan efektivitasnya dalam meningkatkan pemahaman peserta didik.

Metodologi: Penelitian menggunakan metode Research and Development (R&D) dengan model pengembangan Sugiyono yang meliputi tahapan analisis kebutuhan, desain, pengembangan, validasi, uji coba, revisi, dan uji efektivitas. Subjek penelitian adalah peserta didik kelas VII SMP Negeri 1 Sokaraja dan SMP Negeri 3 Purwokerto. Data dikumpulkan melalui angket, observasi, wawancara, serta tes pretest dan posttest. Analisis data meliputi validasi ahli, uji kelayakan, uji paired sample t-test, dan perhitungan N-Gain.

Hasil Penelitian: menunjukkan bahwa media pembelajaran interaktif berbasis Kodular dinyatakan sangat layak digunakan berdasarkan validasi ahli materi (94%), ahli bahasa (94,2%), dan ahli media (85,8%). Uji efektivitas menunjukkan adanya peningkatan hasil belajar peserta didik yang signifikan, dibuktikan dengan nilai signifikansi paired sample t-test sebesar 0,000 ($p < 0,05$) dan nilai N-Gain sebesar 0,46 dalam kategori sedang. Temuan ini menunjukkan bahwa media pembelajaran yang dikembangkan mampu meningkatkan pemahaman peserta didik terhadap materi sepak bola.

Kesimpulan: Media pembelajaran interaktif berbasis Kodular layak dan efektif digunakan sebagai inovasi pembelajaran PJOK untuk meningkatkan kualitas proses dan hasil belajar peserta didik.

Kata kunci: Media Pembelajaran Interaktif, Kodular, Sepak Bola, Hasil Belajar.

Abstract

DEVELOPMENT OF KODULAR-BASED INTERACTIVE LEARNING MEDIA ON SOCCER MATERIAL FOR JUNIOR HIGH SCHOOL STUDENTS

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Background: The development of digital technology demands innovation in learning, including in Physical Education, Sports, and Health subjects. Soccer learning in junior high schools is still dominated by conventional methods, which are less able to optimally improve students' understanding. This study aims to develop interactive learning media based on Kodular for soccer material and to test its feasibility and effectiveness in improving students' understanding.

Methodology: The research used the Research and Development (R&D) method with Sugiyono's development model, which includes the stages of needs analysis, design, development, validation, testing, revision, and effectiveness testing. The research subjects were seventh-grade students at State Junior High School 1 Sokaraja and State Junior High School 3 Purwokerto. Data were collected through questionnaires, observations, interviews, and pretest and posttest tests. Data analysis included expert validation, feasibility testing, paired sample t-test, and N-Gain calculation.

Research Results: show that Kodular-based interactive learning media is deemed highly suitable for use based on validation by subject matter experts (94%), language experts (94, 2%), and media experts (85,8%). Effectiveness tests show a significant increase in student learning outcomes, as evidenced by a paired sample t-test significance value of 0.000 ($p < 0.05$) and an N-Gain value of 0.46 in the moderate category. These findings indicate that the learning media developed is capable of improving students' understanding of soccer material.

Conclusion: Kodular-based interactive learning media is feasible and effective for use as an innovation in physical education, health, and sports education to improve the quality of the learning process and outcomes for students..

Keywords: Interactive Learning Media, Kodular, Soccer, learning outcomes.