

**PENGEMBANGAN SMART JURY BERBASIS *INTERNET OF THING*  
DALAM KEGIATAN OLAHRAGA RENANG  
DI KABUPATEN BULELENG**

Oleh

**Gede Agus Mas Supriadi, NIM. 1515051028**  
**Program Studi Pendidikan Teknik Informatika**  
**Jurusan Teknik Informatika**  
**Fakultas Teknik dan Kejuruan**  
**Universitas Pendidikan Ganesha**  
**Singaraja**  
**agus.mas.supriadi@undiksha.ac.id**

**ABSTRAK**

Diera digitalisasi banyak yang menggunakan teknologi dalam melaksanakan kegiatan. Dalam dunia olahraga masih ada yang belum menggunakan teknologi. Salah satu olahraga yang belum menggunakan teknologi yaitu renang. Dalam olahraga renang yang sering dilihat masih menggunakan *stopwatch*. Dalam olahraga renang masih banyak menggunakan tenaga manusia atau juri untuk menekan tombol *stopwatch*. Dimana dalam penekanan tombol *stopwatch* tentu masih bisa terjadi kecurangan atau human error. Maka dengan itu, peneliti perlu mengembangkan alat untuk mengukur waktu dengan menggunakan Internet of Thing. Nama alat yang dikembangkan yaitu Smart Jury berbasis Internet of Thing. Metode penelitian yang digunakan oleh peneliti ialah metode research and Development (R&D). langkah-langkah metode (R&D) ialah Potensi dan masalah, pengumpulan data, desain produk, validasi pakar, revisi produk, Uji coba produk skala terbatas, revisi produk, uji coba produk skala luas, revisi produk dan produk final. Beberapa pengujian dilakukan untuk mengetahui tingkat keefektifan smart jury berbasis Internet of Thing yang diantara lainnya ialah uji ahli isi hasil 100% masuk kategori sangat valid dan uji ahli media hasil referentasi 100% masuk kategori sangat valid. Uji responden jumlah skala kecil 15 orang dengan hasil 80% masuk kategori sangat valid dan uji responden jumlah skala besar 30 orang dengan hasil 80% masuk kategori sangat valid.

Kata kunci: *Internet of thing* (IOT), Olahraga Renang, Sistem.

***DEVELOPMENT OF AN INTERNET OF THING-BASED SMART JURY IN  
SWIMMING SPORTS ACTIVITIES IN BULELENG DISTRICT***

*By*

**Gede Agus Mas Supriadi, NIM. 1515051028**

**Study Program of Informatics Educations**

**Department of Informatics**

**Faculty of Engineering and Vocation**

**Ganesha University of Education**

**Singaraja**

**agus.mas.supriadi@undiksha.ac.id**

**ABSTRACT**

In the era of digitalization, many use technology in carrying out activities. In the sports there are still those who have not used technology. The sport that has not used technology is swimming. In swimming, that are seen still use a stopwatch. In the sport of swimming, it still use a lot of human power or sport judges to press the stopwatch button. Where by pressing the stopwatch button, of course fraud or human error can still occur. So therefore, as a researchers need to develop tools to measure time using the Internet of Thing. The name of the tool being developed is the Internet-based Smart Jury of Thing. The research method used by researchers is the research and development (R&D) method. the steps of the method (R&D) are potentials and problems, data collection, product design, expert validation, product revisions, limited-scale product trials, product revisions, wide-scale product trials, product revisions and final products. Several tests were conducted to determine level of effectiveness on the Internet of Thing-based smart jury, among others, the content expert test results were 100% in the very valid category and the media expert test the results of the references were 100% in the very valid category. The respondent test on a small scale is 15 people with 80% results in the very valid category and the respondent test on a large scale is 30 people with 80% results in the very valid category.

**Keywords:** Internet of things (IOT), Swimming, System.