

**Media Pembelajaran Berbasis Video Tutorial Teknik Dasar *Smash* Gunting  
Dan *Smash* Gulung Dalam Permainan Sepak Takraw Pada Mahasiswa  
Prodi Penjaskesrek Tahun Akademik 2022/2023**

**Oleh  
Ketut Widiyanto**

**Prodi  
Pendidikan Jasmani Kesehatan dan Rekreasi**

**Abstrak**

Penelitian ini dilakukan bertujuan untuk mendeskripsikan bentuk rancang bangun media pembelajaran berbasis video tutorial teknik dasar *smash* gunting dan *smash* gulung dalam permainan sepak takraw serta mengetahui tanggapan mahasiswa dalam uji coba perorangan, uji coba kelompok kecil, materi teknik dasar *smash* gunting dan *smash* gulung dalam permainan sepak takraw terhadap video yang dikembangkan. Metode pengumpulan data menggunakan kuesioner kuesioner berbentuk skala skor dan studi literatur. Penelitian ini diimplementasikan menggunakan model pengembangan ADDIE (Analysis, Design, Development, Implementation, dan Evaluation). Hasil pengembangan media pembelajaran berbasis video tutorial yang dilakukan yakni: (a) ahli isi pembelajaran berada pada kategori sangat baik dengan persentase 95%, (b) ahli desain pembelajaran pada kategori sangat baik dengan persentase 94%, (c) ahli media pembelajaran pada kategori sangat baik dengan persentase 95%, (d) ahli praktisi lapangan pada kategori sangat baik dengan persentase 95%, (e) uji perorangan pada kategori sangat baik dengan persentase 94,2%, (f) uji coba kelompok kecil pada kategori sangat baik dengan persentase 94,35%. Dari hasil tersebut dikatakan bahwa media pembelajaran berbasis video tutorial teknik dasar *smash* gunting dan *smash* gulung dalam permainan sepak takraw pada Prodi Penjaskesrek dapat dinyatakan sangat layak digunakan. Saran kepada pengajar untuk mengimplementasikan media pembelajaran berbasis video tutorial pada mata kuliah yang relevan.

Kata kunci: Pengembangan, ADDIE & Dick and Carey, video tutorial.

***Video Tutorial-Based Learning Media Basic Techniques of Smash Scissors and Smash Rolls in the Game of Takraw for Students of Physical Education Study Program, Health and Recreation Study Program, Academic Year 2022/2023***

***By  
Ketut Widianto***

***study program  
Health Physical Education and Recreation***

***Abstract***

*This research was conducted with the aim of describing the design of learning media based on video tutorials on the basic technique of scissor smash and roll smash in takraw games and to find out student responses in individual trials, small group trials, material on the basic techniques of scissor smash and roll smash in takraw games to the video being developed. Methods of data collection using questionnaires in the form of a score scale and literature study. This research was implemented using the ADDIE development model (Analysis, Design, Development, Implementation, and Evaluation). The results of developing instructional media based on video tutorials were: (a) learning content experts were in the very good category with a percentage of 95%, (b) learning design experts were in the very good category with a percentage of 94%, (c) learning media experts were in the very good category with a percentage of 95%, (d) expert field practitioners were in the very good category with a percentage of 95%, (e) individual test in the very good category with a percentage of 94.2%, (f) small group trials in the very good category with a percentage of 94.35%. From these results it can be said that video tutorial-based learning media for the basic techniques of scissor smash and roll smash in the game of takraw in the Physical Education Study Program can be stated to be very feasible to use. Suggestions for teachers to implement video tutorial-based learning media in relevant subjects.*

***Keywords: Development, ADDIE & Dick and Carey, tutorial videos.***