PENGEMBANGAN VIDEO PEMBELAJARAN TEKNIK DASAR PERMAINAN OLAHRAGA PETANQUE BERBASIS ANIMASI 3D

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ABSTRAK

Video Pembelajaran Teknik Dasar Permainan Olahraga Petanque Berbasis Animasi 3D mencakup aspek sejarah olahraga pétanque, instrumen yang digunakan dalam permainan, teknik dasar bermain pétanque, contoh permainan tunggal (satu lawan satu), serta aturan-aturan permainan. Tujuan utama video pembelajaran ini adalah memberikan pengetahuan mengenai olahraga pétanque kepada masyarakat umum dan memberikan dukungan bagi pelatih serta pemain pétanque dalam melatih dan memahami permainan. Penelitian ini bertujuan mengembangkan video pembelajaran teknik dasar permainan olahraga pétanque berbasis animasi 3D. Metode yang digunakan adalah Research and Development (R&D) dengan mengikuti model MDLC (Multimedia Development Life Cycle), yang terdiri dari tahapan konsep, perancangan, pengumpulan materi, pengujian, dan distribusi. Dalam pengujian video pembelajaran animasi 3D ini, dilakukan beberapa tahap pengujian, termasuk uji ahli isi yang menghasilkan skor 100%, uji ahli media dengan skor 100%, dan uji respon pengguna dengan total 64 responden, mendapatkan skor sebesar 87,88% dari masyarakat umum dan skor 100% dari pelatih serta pemain pétanque. Hasil ini menunjukkan tingkat positif yang sangat baik, mengindikasikan bahwa video pembelajaran animasi 3D ini memiliki kualitas yang tinggi.

Kata Kunci : Olahraga Petanque, Video Pembelajaran, Animasi 3D

VIDEO DEVELOPMENT OF LEARNING BASIC TECHNIQUES FOR PETANQUE SPORTS BASED ON 3D ANIMATION

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ABSTRACT

The 3D Animation-Based Basic Techniques of Petanque Sports Learning Video encompasses various aspects including the history of pétanque sports, the equipment used in the game, the fundamental techniques of playing pétanque, examples of individual matches (one-on-one), as well as the rules of the game. The primary objective of this instructional video is to provide knowledge about pétanque sports to the general public and offer support to coaches and players in training and understanding the game. This research aims to develop a 3D animation-based instructional video on the basic techniques of pétanque sports. The employed method is Research and Development (R&D), utilizing the MDLC (Multimedia Development Life Cycle) model, consisting of conceptualization, design, material collection, testing, and distribution stages. In the testing phase of this 3D animation learning video, several testing stages were conducted, including expert content validation with a score of 100%, expert media validation with a score of 100%, and user response testing involving a total of 64 respondents, achieving a score of 87.88% from the general public and a score of 100% from coaches and pétanque players. These results indicate a highly positive level, underscoring the high quality of this 3D animation-based instructional video.
Keywords: Petanque Sport, Learning Video, 3D Animation