

# **PENGEMBANGAN MULTIMEDIA INTERAKTIF PE FOOTBALL UNTUK MENINGKATKAN HASIL BELAJAR SEPAKBOLA**

Oleh  
**I Made Satyawan, NIM 2039011010**  
Program Studi Ilmu Pendidikan

## **ABSTRAK**

Tujuan dari penelitian dan pengembangan ini yaitu merumuskan rancang bangun, menganalisis dan mendeskripsikan validitas, kepraktisan, dan efektivitas multimedia interaktif untuk meningkatkan hasil belajar teori praktek pembelajaran sepakbola. Jenis penelitian ini adalah *Research and Development (R&D)* dengan menggunakan model pengembangan Dick & Carey yang mempunyai 10 tahapan pengembangan. Produk yang dihasilkan berupa multimedia interaktif sepakbola. Agar produk tervalidasi dilakukan beberapa uji, seperti uji validitas, kepraktisan dan efektivitas dalam upaya meningkatkan hasil belajar teori praktek pembelajaran sepakbola. Hasil Penelitian menunjukkan bahwa validasi isi/materi pembelajaran diperoleh 0,97 dengan kategori sangat valid. Validasi ahli desain pembelajaran diperoleh 0,90 dengan kategori sangat valid. Validasi ahli media pembelajaran diperoleh 0,94 dengan kategori sangat valid. Kepraktisan pengembangan multimedia interaktif terqualifikasi sangat praktis. Tingkat efektivitas dapat dikategorikan efektif dalam meningkatkan hasil belajar teori praktek pembelajaran sepakbola berdasarkan hasil analisis dengan uji-t diperoleh nilai t sebesar 3,226 dengan nilai signifikansinya lebih kecil dari 0,05 ( $0,003 < 0,05$ ). Penelitian dan pengembangan ini dapat disimpulkan bahwa rancang bangun menggunakan model Dick and Carey, validitas isi/materi, desain, dan media pembelajaran terqualifikasi sangat valid, kepraktisan produk terqualifikasi sangat praktis, serta efektivitas dari produk yang dihasilkan terqualifikasi efektif. Disarankan, produk yang dihasilkan bisa digunakan oleh peserta didik/dosen di seluruh Indonesia, serta diharapkan menggunakan jumlah sampel yang lebih banyak dalam pengujian efektivitas produk.

**Kata Kunci: Multimedia Interaktif PE FOOTBALL, Hasil Belajar, Sepakbola**

# **DEVELOPMENT OF PE FOOTBALL INTERACTIVE MULTIMEDIA TO IMPROVE FOOTBALL LEARNING OUTCOMES**

**I Made Satyawan, NIM 2039011010  
Program Studi Ilmu Pendidikan**

## **ABSTRACT**

The aim of this research and development is to formulate a design, analyze and describe the validity, practicality, and effectiveness of interactive multimedia to improve learning results of football learning practice theory. This type of research is Research and Development (R&D) using the Dick & Carey development model which has 10 development stages. The resulting product is an interactive football multimedia. In order for the product to be validated, several tests were carried out, such as validity, practicality and effectiveness tests in an effort to improve learning results in football learning practice theory. The results showed that the validation of learning content/materials obtained 0.97 with a very valid category. Validation of learning design experts obtained 0.90 with a very valid category. Validation of learning media experts obtained 0.94 with a very valid category. The practicality of interactive multimedia development is qualified as very practical. The level of effectiveness can be categorized as effective in improving the learning results of football learning practice theory based on the results of the analysis with the t-test obtained a t value of 3.226 with a significance value smaller than 0.05 ( $0.003 < 0.05$ ). This research and development can be concluded that the design uses the Dick and Carey model, the validity of the content/material, design, and learning media is qualified as very valid, the practicality of the product is qualified as very practical, and the effectiveness of the product produced is qualified as effective. Suggestions, the products produced can be used by students / lecturers throughout Indonesia, and are expected to use a larger number of samples in testing the effectiveness of the product.

**Keywords: PE FOOTBALL Interactive Multimedia, Learning Results, Football**