

**PENGEMBANGAN MULTIMEDIA PEMEBALJARAN TEKNIK *SMASH*
BERBASIS *WEBSITE* BERORIENTASI *PROBLEM BASED LEARNING*
PADA MATA KULIAH TP. TENIS LAPANGAN**

Oleh

**I Ketut Karya Adi Saputra, NIM 2116011053
Program Studi Pendidikan Jasmani Kesehatan dan Rekreasi**

ABSTRAK

Tujuan dari penelitian ini adalah mengembangkan suatu produk multimedia pembelajaran teknik smash berbasis website berorientasi *problem based learning* pada mata kuliah TP. Tenis lapangan. Pada penelitian ini menggunakan jenis penelitian pengembangan (R&D) dengan model ADDIE dimana model ini menggunakan lima tahapan yaitu 1. Analisis, 2. Desain, 3. Developmen, 4. Implementasi, dan 5. Evaluasi. Pada penelitian ini produk pengembangan divalidasi oleh para ahli isi pembelajaran, ahli desain, dan ahli media dan dilanjutkan uji coba perorangan, uji coba kelompok kecil, uji coba kelompok besar dan uji kepraktisan. Subjek pada penelitian ini melibatkan mahasiswa semester VI Penjaskesrek. Pengumpulan data yang digunakan yaitu instrument kuesioner/angket dalam bentuk sekala sekor. Analisis data menggunakan analisis deskriptif kualitatif dan kuantitatif. Berdasarkan hasil penilaian didapatkan dari uji ahli isi pembelajaran memperoleh presentase 98,0% dengan kualifikasi sangat baik, uji ahli desain memperoleh presentase 98,5% dengan kualifikasi sangat baik, uji ahli media mendapat presentase 93,3% dengan kualifikasi sangat baik, uji coba perorangan mendapat presentase 97,0% dengan kualifikasi sangat baik, uji coba kelompok kecil mendapat presentase 95,8% dengan kualifikasi sangat baik, uji coba kelompok besar mendapat presentase 96,3% dengan kualifikasi sangat baik, dan uji coba kepraktisan mendapat presentase 96,53% dengan kualifikasi sangat baik. Berdasarkan hasil penelitian ini, maka multimedia pembelajaran teknik *smash* berbasis *website* berorientasi *problem based learning* pada mata kuliah TP. Tenis lapangan sangat layak digunakan untuk sebagai sumber belajar, sehingga dapat meningkatkan kualitas pembelajaran.

Kata-kata kunci: Pengembangan, Multimedia pembelajaran, Tenis lapangan,
Website

**DEVELOPMENT OF MULTIMEDIA LEARNING SMASH TECHNIQUES
PROBLEM BASED LEARNING ORIENTED WEBSITE IN THE TP
COURSE. TENNIS FIELD**

By

I Ketut Karya Adi Saputra. NIM 2116011053

Health and Recreation Physical Education Study Program

ABSTRAK

The aim of this research is to develop a multimedia product for learning smash techniques based on a problem based learning-oriented website in the TP course. Tennis court. This research uses a type of development research (R&D) with the ADDIE model where this model uses five stages, namely 1. Analyze, 2. Design, 3. Development, 4. Implementation, 5. Evaluation. In this research, the development product was validated by learning content experts, design experts and practicality tests. The subjects in this research involved sixth semester Penjaskesrek students. The data collection used was a questionnaire instrument in the form of a score scale. For data analysis using qualitative and quantitative descriptive analysis. Based on the assessment results obtained from the learning content expert test which obtained a percentage of 98.0% with very good qualification. The design expert test obtained a percentage of 98.5% with very good qualification, the media expert test received a percentage of 93.3% with very good qualification, the individual trial received a percentage of 97.0% with very good qualification, the small group trial received a percentage of 95.8% with very good qualification, the large group trial received a percentage of 96.3% with very good qualification, and the pilot test practicality got a percentage of 96.53% with very good qualification. Based on the results of this research, website-based multimedia learning of smash techniques is oriented towards problem based learning in the TP course. Field tennis is very suitable to be used as a learning resource, so that it can improve the quality of learning.

Key words: Development, learning multimedia. Tennis court, website