

**PENGEMBANGAN MULTIMEDIA PEMBELAJARAN TEKNIK
GROUNDSTROKE FOREHAND DRIVE BERBASIS WEBSITE
BERORIENTASI PROBLEM BASED LEARNING PADA MATA KULIAH TP.
TENIS LAPANGAN**

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ABSTRAK

Penelitian ini dilakukan bertujuan untuk mengembangkan produk pembelajaran berupa multimedia pembelajaran teknik *groundstroke forehand drive* berbasis *website* berorientasi *problem based learning* pada mata kuliah TP. Tenis lapangan. Model pengembangan yang digunakan adalah model ADDIE. Metode pengumpulan data yang digunakan dalam penelitian ini adalah observasi, pencatatan dokumen, dan kuesioner. Pada tahap validasi dilakukan oleh para ahli, uji perorangan, uji kelompok kecil, uji kelompok besar, dan uji kepraktisan produk. Data analisis menggunakan teknik analisis deskriptif kualitatif dan analisis deskriptif kuantitatif. Berdasarkan hasil penelitian menunjukkan bahwa dari uji ahli isi pembelajaran memperoleh persentase skor 97,1% dengan kategori sangat baik, uji ahli desain memperoleh persentase skor 97,1% dengan kategori sangat baik, uji ahli media mendapatkan skor persentase 93,3% dengan kualifikasi sangat baik, uji coba perorangan memperoleh skor 97% dengan kualifikasi sangat baik, uji coba kelompok kecil 97% dengan kualifikasi sangat baik, uji coba kelompok besar mendapatkan skor 97,4% dengan kualifikasi sangat baik, uji kepraktisan mendapatkan skor 96,8% dengan kualifikasi sangat baik. Dari hasil di atas maka dapat dikatakan bahwa pengembangan multimedia pembelajaran teknik *groundstroke forehand drive* berbasis *website* berorientasi *problem based learning* pada mata kuliah TP. Tenis lapangan ini dinyatakan sangat layak digunakan.

Kata Kunci: Multimedia Pembelajaran, Tenis Lapangan, website, Pengembangan.

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

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ABSTRACT

This study was conducted with the aim of developing a learning product in the form of multimedia learning of groundstroke forehand drive techniques based on a website oriented to problem based learning in the TP course. Tennis. The development model used is the ADDIE model. Data collection methods used in this study are observation, document recording, and questionnaires. At the validation stage, it was carried out by experts, individual tests, small group tests, large group tests, and product practicality tests. Data analysis used qualitative descriptive analysis techniques and quantitative descriptive analysis. Based on the results of the study, it showed that from the expert test of learning content, the percentage score was 97,1% with a very good category, the design expert test obtained a percentage score of 97,1% with a very good category, the media expert test obtained a percentage score of 93,3% with very good qualifications, individual trials obtained a score of 97% with very good qualifications, small group trials 97% with very good qualifications, large group trials obtained a score of 97,4% with very good qualifications, practicality tests obtained a score of 96,8% with very good qualifications. From the results above, it can be said that the development of multimedia learning of groundstroke forehand drive techniques based on a website oriented to problem-based learning in the TP. Tennis course is declared very feasible to use.

Keywords: Multimedia Learning, Tennis, Website, Development.