

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

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk merancang dan mengembangkan pembelajaran multimedia berbasis *website* teknik servis tenis lapangan dengan pendekatan Problem Based Learning (PBL) untuk mata kuliah. Metode yang digunakan dalam penelitian ini adalah penelitian pengembangan dengan model ADDIE yang meliputi lima tahap yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Proses validasi produk melibatkan tiga orang ahli yaitu ahli materi, ahli desain pembelajaran, dan ahli media. Selain itu, uji coba produk juga dilakukan dengan melibatkan peserta didik melalui beberapa tahap yaitu uji coba perorangan, kelompok kecil, kelompok besar, dan uji praktikalitas. Teknik pengumpulan data yang digunakan adalah angket atau kuesioner yang berbasis pada skala penilaian. Data dianalisis menggunakan pendekatan deskriptif secara kualitatif dan kuantitatif. Hasil penelitian menunjukkan validasi dari ahli materi mencapai skor 98% dengan kategori sangat baik, ahli desain 97% (sangat baik), ahli media 93% (sangat baik), uji coba perorangan 94% (sangat baik), uji kelompok kecil 92,8% (sangat baik), uji kelompok besar 95,9% (sangat baik), dan uji praktikalitas memperoleh skor 96,65% (sangat baik). Berdasarkan temuan tersebut, dapat disimpulkan bahwa multimedia pembelajaran berbasis *website* dengan pendekatan PBL yang dikembangkan layak digunakan sebagai sumber belajar, mendukung peningkatan kualitas pembelajaran, dan sesuai dengan prinsip model *Problem Based Learning*.

Kata-kata Kunci : Tenis Lapangan, *website*, Multimedia Pembelajaran, *Problem Based Learning*.

**DEVELOPMENT OF WEBSITE-BASED MULTIMEDIA FOR SERVICE
TECHNIQUE LEARNING ORIENTED IN PROBLEM BASED LEARNING
ON TENNIS COURSE**

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ABSTRACT

This study aims to design and develop multimedia learning based on tennis service technique website with Problem Based Learning (PBL) approach for the course. The method used in this study is development research with ADDIE model which includes five stages, namely analysis, design, development, implementation, and evaluation. The product validation process involves three experts, namely material experts, learning design experts, and media experts. In addition, product trials are also conducted by involving students through several stages, namely individual trials, small groups, large groups, and practicality tests. The data collection technique used is a questionnaire based on an assessment scale. Data analysis uses a descriptive approach qualitatively and quantitatively. The results of the study showed that validation from material experts reached a score of 98% with a very good category, design experts 97% (very good), media experts 93% (very good), individual trials 94% (very good), small group tests 92.8% (very good), large group tests 95.9% (very good), and practicality tests obtained a score of 96.65% (very good). Based on these findings, it can be concluded that the website-based learning multimedia with the PBL approach developed is suitable for use as a learning resource, supports improving the quality of learning, and is in accordance with the principles of the Problem Based Learning model.

Keywords: Tennis, website, Learning Multimedia, Problem Based Learning.