

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

Oleh

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ABSTRAK

Penelitian ini merupakan pengembangan multimedia pembelajaran yang dilakukan di era modern dalam upaya untuk meningkatkan kualitas pembelajaran dan menjadi solusi dalam menutupi kekurangan yang terdapat pada pembelajaran konvensional. Dalam analisis kebutuhan survey awal dilakukan dengan menggunakan google form mahasiswa membutuhkan media pembelajaran yang interaktif agar meningkatkan motivasi belajar sehingga multimedia pembelajaran berbasis Website ini dibutuhkan mahasiswa sebagai penunjang proses pembelajaran. Tujuan dari penelitian ini adalah mengembangkan suatu produk multimedia pembelajaran teknik *Groundstroke Backhand Drive* berbasis Website berorientasi *Problem Based Learning* pada mata kuliah TP. Tennis lapangan. Pada penelitian ini menggunakan jenis penelitian pengembangan (R&D) dengan model ADDIE yang memiliki lima. 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 prodi Penjaskesrek. Pengumpulan data yang digunakan yaitu instrument kuesioner/angket dalam bentuk sekala sekor. Untuk analisis data menggunakan analisis deskriptif kualitatif dan kuantitatif. Berdasarkan hasil penilaian didapatkan dari uji ahli isi pembelajaran memperoleh presentase 98,0%, uji ahli desain memperoleh presentase 98,5%, uji ahli media mendapat presentase 93,3%, uji coba perorangan mendapat presentase 97,0%, uji coba kelompok kecil mendapat presentase 97,3% dengan kualifikasi sangat baik, uji coba kelompok besar mendapat presentase 97,4%, dan uji coba kepraktisan mendapat presentase 97,8%. Berdasarkan hasil penelitian ini, maka multimedia pembelajaran teknik *Groundstroke Backhand Drive* berbasis Website berorientasi *Problem Based Learning* pada mata kuliah TP. Tennis lapangan sangat layak digunakan.

Kata kunci: Pengembangan 1, Multimedia 2 pembelajaran 3, Tennis lapangan,
Website 4

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

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ABSTRACT

This research is a development of learning multimedia conducted in the modern era to improve the quality of learning and provide a solution to address the shortcomings found in conventional learning. In the needs analysis, an initial survey was conducted using Google Forms, and students expressed the need for interactive learning media to increase their motivation, so a website-based learning multimedia is needed by students as a support for the learning process. The purpose of this study is to develop a learning multimedia product for the Groundstroke Backhand Drive technique based on a website with a Problem-Based Learning orientation for the Tennis Physical Education course. This research uses the Research and Development (R&D) type of research with the ADDIE model, which consists of five stages. In this research, the developed product was validated by subject matter experts, design experts, and media experts, followed by individual trials, small group trials, large group trials, and practicality tests. The subjects in this study involved sixth-semester students of the Physical Education study program. Data collection used questionnaires in the form of a Likert scale. The data were analyzed using descriptive qualitative and quantitative analysis. Based on the assessment results, the findings from the expert validation were as follows: the subject matter expert validation obtained a percentage of 98.0%, the design expert validation obtained a percentage of 98.5%, the media expert validation obtained a percentage of 93.3%, the individual trial obtained a percentage of 97.0%, the small group trial obtained a percentage of 97.3%, which is classified as very good, the large group trial obtained a percentage of 97.4%, and the practicality test obtained a percentage of 97.8%. Based on the results of this study, the website-based multimedia learning product for the Groundstroke Backhand Drive technique with a Problem-Based Learning orientation for the Tennis Physical Education course is very feasible to be used.

Keywords: Development 1; Multimedia conducted 2; Tennis 3; Website 4