

ABSTRAK

Winata, I Made Oka Adi. (2026). Pengembangan Media Video Pembelajaran Untuk Meningkatkan Keterampilan Bermain Sepak Bola Pada Siswa Sekolah Dasar. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata kunci: keterampilan sepak bola, media pembelajaran, teknik dasar, video.

Rendahnya pencapaian Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) pada siswa kelas IV SD Negeri Bonyoh ditengarai oleh minimnya inovasi media pembelajaran, terutama pada materi teknik dasar sepak bola. Guna mengatasi permasalahan tersebut, penelitian ini dilaksanakan dengan tujuan menghasilkan media video pembelajaran yang memenuhi kriteria validitas, kepraktisan, serta efektivitas dalam mengoptimalkan kompetensi sepak bola siswa. Prosedur pengembangan mengadopsi kerangka kerja ADDIE (Analysis, Design, Development, Implementation, Evaluation). Kelayakan produk diuji melalui validasi oleh masing-masing dua pakar di bidang materi, media, dan desain pembelajaran. Selanjutnya, aspek kepraktisan dinilai melalui respons guru serta uji coba kelompok kecil pada siswa, sementara efektivitasnya diuji cobakan kepada 30 subjek penelitian. Analisis data dilakukan secara deskriptif kualitatif dan kuantitatif. Temuan penelitian mengonfirmasi bahwa: (1) video pembelajaran menyajikan tutorial teknik dasar secara sistematis melalui integrasi visual dan narasi; (2) produk mencapai derajat validitas yang sangat tinggi; (3) media dikategorikan praktis untuk digunakan; serta (4) terbukti signifikan dalam meningkatkan keterampilan teknis sepak bola siswa. Maka, media ini dinyatakan layak dan efektif sebagai instrumen pembelajaran olahraga di sekolah dasar.

ABSTRACT

Winata, I Made Oka Adi. (2026). *Development of Learning Video Media to Improve Soccer Skills in Elementary School Students*. Thesis, Primary Education, Graduate Program, Universitas Pendidikan Ganesha.

This thesis has been approved and examined by Supervisor I: Prof. Dr. I Made Ardana, M.Pd., and Supervisor II: Prof. Dr. I Nengah Suastika, S.Pd., M.Pd.

Keywords: *learning media, interactive video, basic techniques, soccer.*

The low achievement of the Learning Objectives Achievement Criteria (KKTP) among fourth-grade students at Bonyoh Public Elementary School is thought to be due to a lack of innovation in learning media, particularly in the basic soccer techniques. To address this issue, this research was conducted with the aim of producing a learning video media that meets the criteria of validity, practicality, and effectiveness in optimizing students' soccer competencies. The development procedure adopted the ADDIE (Analysis, Design, Development, Implementation, Evaluation) framework. The product's feasibility was tested through validation by two experts in the fields of materials, media, and learning design. Furthermore, the practicality aspect was assessed through teacher responses and small-group trials with students, while its effectiveness was tested on 30 research subjects. Data analysis was conducted using descriptive qualitative and quantitative methods. The research findings confirmed that: (1) the learning video presented a tutorial on basic techniques systematically through the integration of visuals and narrative; (2) the product achieved a very high degree of validity; (3) the media was categorized as practical to use; and (4) it was proven to be significant in improving students' soccer technical skills. Therefore, this media was declared feasible and effective as a sports learning instrument in elementary schools.

