

**PENGEMBANGAN MEDIA PEMBELAJARAN PJOK BERBASIS AUDIO
VISUAL PADA MATERI *SHOOTING* BOLABASKET KELAS XI SMA
NEGERI 2 SINGARAJA TAHUN PELAJARAN 2020/2021**

Oleh

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ABSTRAK

Tujuan dari penelitian ini adalah mengembangkan produk media pembelajaran PJOK berbasis audio visual materi *shooting* bolabasket kelas XI SMA Negeri 2 Singaraja Tahun Pelajaran 2020/2021. Penelitian ini merupakan penelitian pengembangan. Model pengembangan yang digunakan adalah model Borg & Gall hanya sampai lima tahap, yaitu: Study pendahuluan, tahap perencanaan, tahap pengembangan, produk awal penelitian, tahap uji validitas ahli dan revisi produk, validasi dan penyebaran produk media pembelajaran. Prosedur validasi pengembangan media pembelajaran ini yaitu uji validitas ahli isi/materi pembelajaran, uji validitas ahli desain media pembelajaran, dan uji validitas ahli media pembelajaran. Data dianalisis menggunakan teknik analisis deskriptif kuantitatif. Pengumpulan data dilakukan menggunakan metode kuesioner secara online melalui aplikasi *Google Drive* dan *WhatsApp*. Hasil analisis data berdasarkan tanggapan ahli isi/materi pembelajaran memperoleh presentase 94,6% dengan kualifikasi sangat baik. Ahli media pembelajaran memperoleh presentasi 92% dengan kualifikasi sangat baik. Ahli desain media pembelajaran memperoleh presentase 93% dengan kualifikasi sangat baik. Sehingga dapat disimpulkan bahwa media pembelajaran PJOK berbasis audio visual pada materi *shooting* bolabasket kelas XI SMA Negeri 2 Singaraja Tahun Pelajaran 2020/2021 dikatakan layak untuk digunakan dalam proses pembelajaran.

Kata Kunci: Pengembangan, media pembelajaran, *shooting* bolabasket.

**DEVELOPMENT OF AUDIO VISUAL BASED PJOK LEARNING MEDIA
ON BASKETBALL *SHOOTING* MATERIALS FOR CLASS XI SMA NEGERI
2 SINGARAJA, ACADEMIC YEAR 2020/2021**

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ABSTRACT

The purpose of this research is to develop PJOK learning media products based on audio-visual materials for basketball shooting class XI SMA Negeri 2 Singaraja for the 2020/2021 academic year. This research is a development research. The development model used is the Borg & Gall model only up to five stages, namely: preliminary study, planning stage, development stage, initial product research, expert validity test stage and product revision, validation and dissemination of learning media products. The validation procedure for developing learning media is testing the validity of the content/learning material experts, testing the validity of learning media design experts, and testing the validity of learning media experts. Data were analyzed using quantitative descriptive analysis techniques. Data collection was carried out using an online questionnaire method through the Google Drive and WhatsApp applications. The results of data analysis based on the responses of content experts/learning materials obtained a percentage of 94.6% with very good qualifications. Learning media experts received a 92% presentation with very good qualifications. Learning media design experts get a percentage of 93% with very good qualifications. So it can be concluded that the audio-visual-based PJOK learning media on basketball shooting material for class XI SMA Negeri 2 Singaraja in the 2020/2021 academic year is said to be feasible to use in the learning process.

Keywords : Development, learning media, basketball *shooting*.