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TESTING MEDIA PRODUCTS USING VIDEOS FOR LEARNING FOOTWORK TECHNIQUES

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Abstract

The purpose of this study was to determine the results of the trial of research products in the form of video learning media for learning badminton footwork techniques. This type of research uses research and development. Respondents in this study used students from the physical education study program, FKIP Universitas Sriwijaya, to conduct small-scale trials and large-scale trials. The stages of testing the product of this research are small-scale trials and large-scale trials. The research product produces learning media in the form of videos with badminton footwork material. The results of the research on a small-scale trial carried out on 10 respondents obtained 71% in the eligible category to be continued in the next stage. The results of large-scale respondents trials using 15 people are 85% very feasible. The implication of the research is that the research product is feasible to be used in learning basic badminton footwork techniques.

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INTRODUCTION

Learning is a process carried out to gain knowledge. Learning, especially physical education, contains game material, one of which is badminton. Badminton can be played in both singles and doubles. Badminton is a game by hitting the shuttlecock into the opponent's court. The basic technique in badminton is footwork. Chiu (2020) the most basic skill in the game of badminton is footwork, this is because it requires a level of acceleration by being able to see the direction of the opponent's ball on the field. Haryanto (2020) footwork in badminton has an important role starting from the footsteps. Footwork must be mastered by every badminton player. Abdillah & Lismadiana (2018) The speed of footwork must be owned by badminton players so that the ball is hit in the right position.

Therefore, the importance of footwork in badminton so that players can know the ball and hit it directly to the opponent so that it can generate points. Based on the problems that occurred, it was found that the learning media presented during lectures used badminton footwork material for students of the physical education study program, FKIP UNSRI, namely there was no detailed video about the implementation of the footwork. The material provides an explanation supported by pictures.

Submission of learning materials with the help of learning media makes the message of the material clear. The learning process is maximized and the goals can be achieved (Nurrita, 2018). Learning media can be used so that students' learning motivation can be increased and there is also an incentive to participate in learning (Wahyuningsih., Budiman., & Sari, 2022). Learning media has a role, namely the quality of human resources is improved because it adapts to

technological developments (Akbar, 2021). It can be seen that learning media has a positive impact in the world of education. Therefore, with the rapid development of technology, educators must be able to quickly make adjustments.

The results of relevant research on learning media by Yanti, Simatupang & Sunarno (2020) when small group trials got 70.3% effective criteria, and the results of large group trials got 70.4% effective criteria. Thus the colored shuttlecock product is declared feasible and can be used as a learning medium with badminton game material (Yanti, Simatupang & Sunarno, 2020). Based on the problems in this study, the analysis of the needs of this research is that it requires learning media using learning videos for badminton footwork technique material for Physical Education students, FKIP UNSRI. It aims to make the learning process less boring, students become more understanding, and varied.

METHODS

This research is research and development by adopting the development of Borg and Gall (Sugiyono, 2020). This study finds out the results of small-scale and large-scale trials. The respondents of this study used 25 physical education study program students who were divided into 10 responses for small-scale trials, and 15 respondents for large-scale trials. The research product is in the form of media using learning media on the basic technical material of badminton.

Participants

This study finds out the results of small scale and large-scale trials. The respondents of this study used 25 physical education study program students who were divided into 10 responses for small-

scale trials, and 15 respondents for large-scale trials.

Materials and Apparatus

The assessment instruments used in small-scale trials and large-scale trials are as follows:

Table 1. Respondents' assessment instruments

No	Aspect	Criteria			
		1	2	3	4
1	Learning media materials using video can be used for basic badminton footwork techniques				
2	Learning media in the form of videos that are displayed are easy to understand by users				
3	The language used is easy for users to understand				
4	Learning media in the form of practical videos are used				
5	Learning media in the form of videos that are not boring				
6	Learning media in the form of varied videos				
7	Learning media in the form of videos attracts user interest				
8	Design of learning media in the form of creative videos				

Procedures

The procedure of this research by adopting Sugiyono (2022) is (1) collecting information, namely by observing in the field, it was found that the learning media given by lecturers to students when teaching footwork techniques were mostly in the form of pictures and equipped with explanations. Therefore, learning media that contains videos. It aims to help students understand the material, make learning attractive to students, and efficient. Then

do (2) planning, namely by designing learning media in the form of badminton footwork material videos by adjusting the characteristics of students. (3) The third step is the initial product development. Researchers prepared material for badminton footwork techniques, (4) Field testing in the early stages, namely by conducting small-scale trials of video-based learning media for footwork technique materials to students totaling 10 respondents, (5) Revising products according to the results of expert validation.

Design or Data Analysis

To find out whether the research results are feasible or not, then by looking at the trial eligibility criteria according to Arikunto (2019), they are as follows:

Table 2. Eligibility Criteria

Score	Eligibility Criteria
<21%	Very Inappropriate
21% - 40%	Not feasible
41% - 60%	Decent enough
61% - 80%	Worthy
81% - 100%	Very Worthy

RESULT

This research produces a media product in the form of a video learning basic footwork techniques for badminton and has been published on YouTube with the link : <https://www.youtube.com/watch?v=u6susGt6dg&t=915s>. The following are research products as follows.





Figure 1. Media in the form of Learning Videos

After producing the research product, a trial is carried out, namely large-scale trials and small-scale trials. The results of research on small and large scale trials are as follows.

Small-Scale Trial Research Results

A small-scale trial was conducted on 10 respondents from the physical education study program at the Sriwijaya University, Palembang class. The research results are as follows:

Table 3. Results of small-scale respondents' assessments

No	Respondent	Σ	Maximum value	(%)
1	R1	26	32	81
2	R2	24	32	75
3	R3	25	32	78
4	R4	23	32	71
5	R5	21	32	66
6	R6	22	32	69
7	R7	22	32	69
8	R8	20	32	62
9	R9	21	32	66
10	R10	24	32	75
Average				71

The results of trials on a small scale of research products produced media in the form of videos of learning basic badminton footwork techniques on Physical Education Students FKIP

UNSRI obtained 71% average results from 10 respondents. The test results that have been obtained are 71% included in the category of quite feasible to be continued at the next stage by revising the statement items.

Large-Scale Trial Results

After obtaining the results of a small-scale trial, then revisions were made to the product in the form of learning media using videos of badminton footwork basic techniques. Then after the revision, the next stage was conducting a large-scale trial on 15 responses from FKIP UNSRI physical education students. The following are the results of research on large-scale trials as follows:

Table 4. Results of small-scale respondents' assessments

No	Respondent	Σ	Maximum value	(%)
1	R1	29	32	91
2	R2	27	32	84
3	R3	28	32	87
4	R4	24	32	75
5	R5	27	32	84
6	R6	25	32	78
7	R7	28	32	87
8	R8	26	32	81
9	R9	26	32	81
10	R10	27	32	84
11	R11	28	32	87
12	R12	31	32	97
13	R13	27	32	84
14	R14	28	32	87
15	R15	28	32	87
Average				85%

The results of large-scale trials conducted on 15 respondents got 85% in the very feasible category. Some of the

statement items that need to be revised have been improved.

DISCUSSION

The use of learning media at the university level is very beneficial. Learning media has many types, one of which can use video. This research produces learning media in the form of video. The explanation of badminton footwork material for study program students really gives a variety of nuances. Small-scale trials yielded 71% results while large-scale trials yielded 85%. Therefore, the media in the form of a badminton footwork technique learning video can be used as a tool.

CONCLUSION

The use of learning media at the university level is very beneficial. Learning media has many types, one of which can use video. This research produces learning media in the form of video. The explanation of badminton footwork material for study program students really gives a variety of nuances. Small-scale trials yielded 71% results while large-scale trials yielded 85%. Therefore, the media in the form of a badminton footwork technique learning video can be used as a tool.

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