



Development of Soccer Passing, Dribbling, Shooting Technique Skill Instruments

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Abstract

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This study aims to produce shortpass, longpass, dribbling and shooting instrument/measurement products in soccer skills. This type of research is ADDIE development research (Analysis, Design, Development, Evaluation). This research was conducted through the stages: 1) analysis, 2) design, 3) implementation, 4) evaluation. The population used in this study were all STKIP Pasundan Cimahi soccer UKM students, and for sampling using a purposive sampling technique, namely 10 STKIP Pasundan Cimahi students who had played in league 3. Data analysis techniques used descriptive in the form of scores and time converted in percentage form. The results showed that the instrument/measuring shortpass got a maximum score of 11 with a percentage of 0.91 included in the high category. The long pass instrument, getting a maximum score with a presentation of 0.91 is included in the high category, the development of the dribbling instrument getting a maximum score of 11 with a presentation of 0.91 is included in the high category. The shooting development instrument gets a score with a percentage of 0.91 which is included in the high category. Conclusion So in this study is a soccer skills development instrument that can be used properly.



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INTRODUCTION

Sports as one of the elements in human life, if empowered through various appropriate ways, is an awakening effort. In the framework of character building, discipline, competitive advantage, productivity and a beneficial work ethic of individuals doing it sportively, then sport becomes important in improving the quality of human resources for the desired achievement. The nature of sport is also a physical activity that contains the nature of the game and contains a struggle against oneself or with others or confrontation with natural elements. Advances in science and technology lead to rapid changes in various orders of human life, resulting in globalization. (Mustafa & Fadlih, 2023)

Soccer is one of the most popular sports in the world today. Soccer has evolved from a simple and primitive form to modern soccer which is very popular and loved by many young parents, children and even women. In addition, we hope that through the game of soccer grows and develops the spirit of competition, cooperation, social interaction and moral education. (Taufiqurriza, 2012) The game of soccer requires good teamwork to create the key to success on the field. In addition, soccer players must master the basic techniques of soccer. Basic soccer skills include stopping (stopping the ball), shooting (kicking the ball towards the goal), passing (feeding), heading (heading the ball), and (dribbling). Speaking of soccer, the factor that really determines the success of one team is the mastery of basic techniques. In soccer activities, of course, it is also necessary to develop exercises that must be learned, especially in soccer games. (Milo, Wea, & Natal, 2021). Basic soccer technique training is usually applied at an early age, adolescents and beginners, meaning that

these basic techniques are the beginning and must be mastered. (Sutisna, 2020)

One of the requirements for playing soccer is that players have good basic soccer techniques, because players with good soccer basics can usually play well too. (Hidayat Nurwibawa 2016). Good technical ability is very important because athletes need good technical ability to achieve achievement. If you want to play soccer well, you must master basic movement techniques, and a good game is the mastery of soccer techniques because technique is the pillar and foundation of soccer. The quality of soccer can be measured from the ability of soccer techniques. To improve the quality and performance of the game, soccer games are organized in technical terms. (Nasution, Syahara, & Nawawi, 2021).

Most people think that playing soccer is an easy sport to play. However, in reality playing soccer is difficult, because there are many basic technical techniques that must be mastered properly by every soccer player. (Syuhada & Amiq, 2016) Along with the times, the game of soccer has also changed in terms of strategy, tactics, game models, and others. In addition, the characteristics of modern football are very diverse and interesting to see, such as the concept of tiki-taka games, bus parking, defensive games and others that bring their own colors to the world of football. In order for the team to compete with other teams in the championship series, players and coaches must be able to apply more updated game models.

One of these game models can lead to additional roles for each player, such as build-ups that can start from full-backs or even goalkeepers. Other things such as goalkeepers who often come out of the penalty box to throw the ball away called goalkeeper sweeps are also often used in modern football today. (Karisman, Santosa, Budiman, Supriadi, & Solihin, 2021)

The development of sports in Indonesia today is growing rapidly and showing very complex symptoms, because sports activities are an inseparable part of every human's life. (Scala, 2016) The development of soccer has become an official competitive sport that is always competed in every sports party. Its coaching orientation is more directed towards achievement. Soccer games are always included in multi-events, for example the national sports week, student sports week, and even the Olympics. Soccer games are a form of sports achievement and recreation, so that in doing soccer there are those who aim for recreation and there are also goals for achievement. So in connection with that, many championships are held between students from elementary, junior high, high school, and university students with the aim of finding superior seeds of players. (Milo et al., 2021). To evaluate the basic technical abilities of players, a test is needed that is in accordance with the actual field conditions. In modern football today there are many ways that must be developed in order to achieve more modern soccer learning and adjust to the actual field conditions that occur. (M. F. Ramadhan & Widodo, 2019) Because the development is increasing, it is necessary to develop instruments for soccer technical skills such as passing, dribbling and shooting. In an effort to improve the development of quality in physical education, sports and health, an instrument is needed that can measure a person's ability to play soccer games.

The instrument needed must refer to the basic techniques that support the soccer game that actually occurs in the field. These instruments include passing-control tests, dribbling tests and shooting tests. (Putra, Chaerunida, Lailan, & Dermawan, 2023) Based on observations in the field, it shows that the problem of being able to find out the extent to which

the expected goals have been achieved can be done by evaluation, tests, and measurements in order to provide satisfaction in the form of feedback containing possible improvements regarding the formulation of goals.

Tests and measurements are an integral part of various teaching and training activities in soccer games. Through this implementation, you can find out the developments and shortcomings, so that in the end you can make the right decision. In line with Efendi and Widodo's research that sports teaching and training is a dynamic process, teachers or coaches and coaches face various problems that require solutions. The more thorough the information obtained through tests and measurements, the better the decisions made. (M. G. Ramadhan, Ma'mun, & Mahendra, 2020). Justification is an instrument for acquiring individual knowledge. Everyone takes a test both at the beginning and at the end of the activity whose purpose is to obtain data. The information obtained can be run with a test tool called an instrument. A trainer, or a lecturer can use a test device to measure the ability of learners." (Gaol, Dewi, Hamidah, & RVJ, 2024)

The right and appropriate test instrument is needed to find out the skills to play soccer, so that it supports the training program that has been prepared as a benchmark for achievement. Other researchers explain that a test is a measuring tool that can be used to obtain objective data. Therefore, the application of tests and measurements in soccer skills needs to be carried out properly and correctly. The test needs to be readjusted to the characteristics of the modern soccer game distance adjustments are made following the development of soccer. (Ginanjari, 2019) This is added by Y. Effendi & Widodo, who stated that tests, measurements, and evaluations are an

important part of various human activities as well as sports coaching and training, because by applying these three things we know the developments and shortcomings so that we can make the right decisions. Sports training and coaching is a dynamic process, teachers or coaches face various problems that need to be solved, the more thorough the information obtained through testing and measurement, the better the decisions made to find out the extent of modern football development certainly requires measurement tests to support soccer training properly so that it can perform optimally in the future.

The coach needs to see the basic technical skills of passing, dribbling, shooting the players. To find out the ability of these basic techniques, a measuring instrument or test tool is needed according to the actual field conditions. (Aziz & Anam, 2022) The development of the instrument must adjust to the actual field conditions. Previously, the passing test only required 2 directions, namely front and back, while the conditions that actually occur in the field of passing in soccer are not only forward and backward but there are left and right sides. Likewise, when doing in field conditions, you don't have to turn off the ball first, but when in a match when doing the ball you have to walk and someone can make a long pass when the opposing player is far away, therefore in doing the evaluation test the ball must go up to trick the opponent.

Passing has evolved a lot, developing tests. In previous research, coaches and soccer teams need a new training design in conducting tests on variations of passing, dribbling and shooting technique training designs. Conventional training designs such as performing passing techniques with 2 people facing each other are felt to be very saturated and monotonous. In addition, many training activities are spent playing

games so that they slightly override the basic techniques in the game of soccer. (Budi,2022)

METHODS

This research model is development research is a process or steps to develop a new product or improve existing ones that can be accounted for. (Muqdamien, Umayah, Juhri, & Raraswaty, 2021). This research method uses ADDIE development (Analisi, Desain, Development, Implementation, Evaluation), which is development research known as development is a research method used to validate and develop products accompanied by conducting passing tests, shooting in it. Based on the definition of research methods, it can be understood that research and development methods are an important research method to be mastered by a researcher at the undergraduate and postgraduate study program levels, because in essence all research methods carried out by a researcher aim to obtain research data. (Burhan, Sukron, & Fauzi, 2023)

The development model that researchers use refers to the ADDIE (Analyze, Design, Develop, Implement, and Evaluate) development research model. This model was chosen because it is often used for instructional development. This is supported by Molenda's statement that "I am satisfied at this point to conclude that the ADDIE model is merely a colloquial term used to describe a systematic approach to instructional development, virtually synonymous with instructional systems development (ISD)". Research design is all the processes required in planning and conducting research (Mariadi, Ilham, & Widowati, 2021).

Participants

Population is the totality of all possible values, the results of counting or measuring about certain characteristics of all members of a complete and clear collection that wants to study its nature. Population is the object of research. If someone wants to examine the elements in their research area, it is population research. (Wawan, Dian, Prasetyo, & Sukron, 2020) The population used is the entire UKM Football STKIP Pasundan Cimahi which amounts to 200.

Sampling Procedures

Sampling technique is the process by which portions of a population are selected to represent the population. The purpose of sampling is to obtain a sample (sampling object) that is truly suitable and can describe the population to be used as a research subject. The technique used in this research is purposive sampling. Purposive sampling is a non-random sampling method where the researcher ensures the quotation of illustrations through the method of determining the special identity that matches the research objectives so that it is expected to respond to the research case and in this research only takes a sample of 10 UKM Football players who have achieved achievements in League 3. (Lenaini, 2021)

The sample technique is part of the population. So the sample is part of the overall object to be studied or evaluated that has certain characteristics of a population. So the sample is part of the overall object to be studied or evaluated that has certain characteristics of a population. (Trivinita, Blolong, & Wibowo, 2024) How to determine the sample is called sampling technique or sampling technique. (Ali, Faroji, & Ali, 2021). The samples used in this study were 10 UKM Soccer Students.

Materials and Apparatus

The researcher used several tools in developing this instrument. The development stage is the stage of making and testing products. After the product has been made, the researcher tests it with an expert. The experts involved in the development were 3 people consisting of 1 practitioner lecturer, 1 Research Methodology lecturer, 1 soccer lecturer including: Mr. Agus Santosa M.Pd as a practitioner, Mrs. Dr. Nancy Trisari Schiff M.Pd as a soccer lecturer and Dr. Bangbang Syamsudar M.Pd as a soccer lecturer.

- 1) The stage of making or realizing a new instrument/measurement tool product

a. Product realization stage shortpass instrument

At the previous design stage the short pass test instrument was developed. The initial results of the product design are as follows:

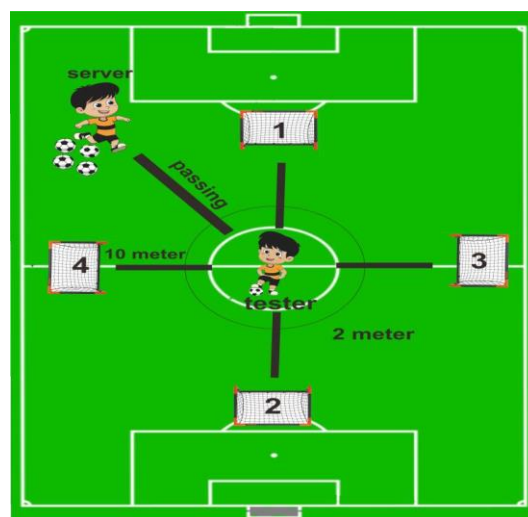


Figure 1. Shortpass Test

b. Longpass instrument product realization stage

In the previous design stage the shoortpass test instrument was developed. The initial results of the product design are as follows:

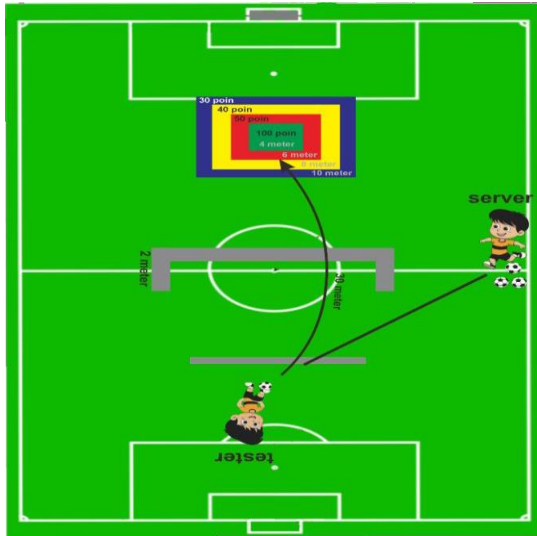


Figure 2. Longpass Test

c. Dribbling product realization stage

In the previous design stage the shoortpass test instrument was developed. The initial results of the product design are as follows:



Figure 3. Dribbling Test

d. Product realization stage of shooting instrument

At the previous design stage the shooting test instrument was developed. The initial results of the product design are as follows:

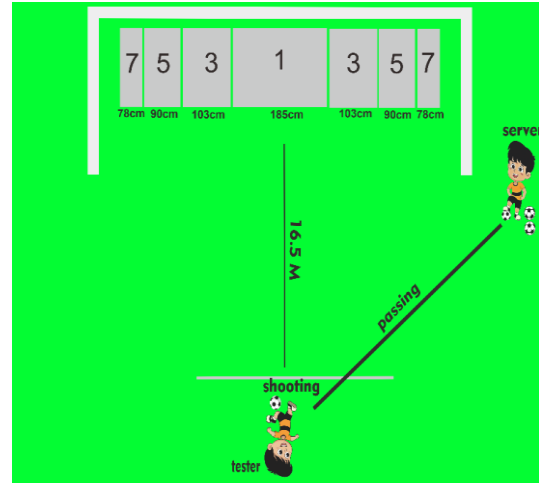


Figure 4. Shooting Test

Procedures

The stages of the ADDIE research and development method proposed by Branch in Sugiyono. The purpose of this research is to produce a product where the product actually already exists and the product is made to be refined, so that it can be used to support the course of the process of supporting achievement or training. However, researchers will use the ADDIE model. The ADDIE model goes through 5 stages, namely: Analysis, Design, Development, Implementation, and Evaluation. The ADDIE model provides the development of soccer skill instruments / measuring instruments that are in accordance with the development of modern and increasingly fast soccer. (Achmad widodo & Ramadhan).

1. Analyze

The analysis stage in this research includes two things, namely as follows:

- 1) Curriculum Analysis.

At the curriculum analysis stage in this study is to analyze the previous instrument / measuring instrument, namely:

- a) Analysis of Nurhasan's shoortpass instrument, based on the actual situation in the field
- b) Bobby Charlton's longpass instrument analysis based on the actual field situation

c) Analysis of Nurhasan's dribbling instrument based on the actual field situation

d) Analysis of Nurhasan's shooting instrument based on the actual field situation.

2) Needs Analysis

The first step taken by researchers in this study before developing an instrument / measuring instrument is to analyze needs. The needs analysis is to evaluate soccer players both in clubs, soccer academies and soccer courses.

2. Design

There are several things that are done in the design stage of this product, one of which is, starting from making a design of shootpass, longpass dribbling and shooting images through the application, and explaining the instruments of the design process such as how many meters the passing distance is, and explaining the stages of implementation and preparing what tools will be used.

In addition, researchers also compiled instruments that would be used to assess the test instruments developed. The instrument is compiled by taking into account the assessment aspects and several indicators. Then the researcher will make an assessment rubric how relevant the instrument is given an assessment by the expert.

3. Development

Development is the activity and testing of products. At this stage after the product has been made after the product has been made, the researcher conducts trials to academics and practitioners. Experts involved in testing this product are at least 3 experts who are competent practitioners and academics. After the expert test does not mean that the product test is complete, but there will be product revisions according to expert input, then the

researcher makes product improvements in accordance with and returned to the expert.

The validation/expert assessment table is made according to how relevant the product has been designed. The assessment table is filled in by experts consisting of practitioners, soccer lecturers and research methodology lecturers. When the expert has stated that it is feasible then this product is returned and can only enter the implementation stage.

4. Implementation

After the development of a new instrument / measuring instrument for passing, dribbling, shooting is valid, the product is tested in a limited trial, the trial is intended to obtain information about the practicality of the instrument / measuring instrument developed. Limited trials were conducted by the researchers themselves using 10 samples of STKIP Pasundan Cimahi Football UKM who had played in League 3. After the trial, the data obtained was used as the assessment score criteria.

5. Evaluation (evaluation)

Evaluation is an activity to assess whether each step of the activity and the product that has been made is in accordance with the specifications or not.

Design or Data Analysis

The data analysis technique used in this research is descriptive percentage statistics, which is a procedure used to describe or describe data sets, present data, and determine the value of the observations that have been made. For the results of the expert assessment development instrument using the Aiken scale with three categories, namely: high, medium and low.

As for the assessment in making the score criteria from the test results of the instrument/development measuring instrument is divided into 6 categories, namely: excellent, very good, good,

medium, low, very less. The software used in data processing in this study used SPSS 16, and Excel 365.

RESULT

In the research results obtained during the research process with two tests to ten samples of national league three players, the best results of the two tests were taken as score criteria for assessing the development of this passing, dribbling, shooting skill instrument. Time and score assessments are combined into one assessment. The results of the time and score assessment are used as a standardized score that calculates the distribution with mean = 50 + and SD = 10 and to calculate the time 50 - and SD = 10 or in statistics called *t*_score). After calculating the results of the *t*_score of the score and the *t*_score of the time, the results of the *t*_score of the score and the *t*_score of the time are added and then stretched to become the score criteria. Then this is the result of taking the best score from the two tests: a) Best right-foot short pass score. The best score is taken and made into a criteria score by converting it to *z*_score and made into a standardized score or *t*_score. The best score of the right-foot shortpass is made into a table, which is as follows:

Table 1. Best score of right foot Shortpass

| No | Students Name | Short Pass Right | |
|----|---------------|------------------|------|
| | | Time | Skor |
| 1 | Wira Nugraha | 15,78 | 3 |
| 2 | Herman | 15,33 | 3 |
| 3 | Erlan | 14,02 | 4 |
| 4 | Afgan | 12,74 | 1 |
| 5 | Alfat | 17,75 | 2 |
| 6 | Kori | 16,11 | 4 |
| 7 | Fazri | 13,56 | 3 |
| 8 | Al Vieri | 11,44 | 4 |
| 9 | Fahrian | 17,76 | 3 |
| 10 | Naufal | 15,05 | 3 |

Table 2. Calculation results of *z*_score and *t*_score of right shortpass time and score

| Right time | | Right score | |
|--------------|---------------|--------------|---------------|
| Left Z-Score | Right T-Score | Left Z-Score | Right T-Score |
| 0,40 | 45,98 | 0,00 | 50,00 |
| 0,18 | 48,17 | 0,00 | 50,00 |
| -0,45 | 54,55 | 1,06 | 60,61 |
| -1,08 | 60,79 | -2,12 | 28,79 |
| 1,36 | 36,38 | -1,06 | 39,39 |
| 0,56 | 44,37 | 1,06 | 60,61 |
| -0,68 | 56,79 | 0,00 | 50,00 |
| -1,71 | 67,12 | 1,06 | 60,61 |
| 1,37 | 36,33 | 0,00 | 50,00 |
| 0,05 | 49,53 | 0,00 | 50,00 |

Table 3. Calculation results of *t*_score time and shoot pass score right foot

| Right short pass time T_score value | Right short pass time T_score value | Total Number Of Scores |
|-------------------------------------|-------------------------------------|------------------------|
| 45,98 | 50,00 | 95,98 |
| 48,17 | 50,00 | 98,17 |
| 54,55 | 60,61 | 115,16 |
| 60,79 | 28,79 | 89,57 |
| 36,38 | 39,39 | 75,77 |
| 44,37 | 60,61 | 104,98 |
| 56,79 | 50,00 | 106,79 |
| 67,12 | 60,61 | 127,72 |
| 36,33 | 50,00 | 86,33 |
| 49,53 | 50,00 | 99,53 |

After obtaining the *t*_score and time values, then add the time *t*_score results and the score *t*_score results. Then a range of values is made from the total number of scores. The assessment categories are divided into 6 scales, namely: Outside namely: Excellent, Very good, Good, Medium, Low, Very poor. The following is a table of the results of the score range and 6 scales in assessment right foot shortpass

Table 4. Results of score range and score categorization Right foot shortpass

| Category | Score |
|-----------|-----------------|
| Excellent | > 127,72 |
| Very good | 119,06 - 127,42 |
| Good | 110,40 - 119,06 |
| Medium | 93,09 - 110,40 |
| Low | 84,43 - 93,09 |
| Very poor | >84,43 |

b) Best score of left-foot short pass

The best score is taken and made into a criteria score by converting it to z_score and made into a standardized score or t_score. The best score of the left-foot short pass is made into a table, which is as follows:

Table 5. Best score of left foot Short Pass

| No | Students Name | Short Pass Left | |
|----|---------------|-----------------|-------|
| | | Time | Score |
| 1 | Wira Nugraha | 16,81 | 2 |
| 2 | Herman | 16,44 | 2 |
| 3 | Erlan | 14,42 | 4 |
| 4 | Afgan | 12,93 | 3 |
| 5 | Alfat | 16,48 | 4 |
| 6 | Kori | 15,63 | 2 |
| 7 | Fazri | 16,25 | 4 |
| 8 | Al Vieri | 13,33 | 3 |
| 9 | Fahrian | 16,23 | 4 |
| 10 | Naufal | 15,29 | 4 |

DISCUSSION

During the research process in the field, there were obstacles related to the weather where during the process the rain and slippery conditions of the field made it difficult for participants when doing the shooting test so that the results of the skills tests carried out by participants were less than optimal. Then when doing the Dribbling skills test, there were difficulties for participants at the

beginning of doing it because there were mistakes in doing it so it was necessary to do it twice. With this problem, it is necessary to have better field conditions. And the need for the participant's focus level when doing the test with more than 2x skills tests. Then for further research it is hoped that it can use more sophisticated tools such as tools to determine the speed of the kick when shooting into the goal so that the results are more accurate and not only accuracy or shooting score value but also related to the speed of the ball into the goal. Then the test can be done with a test that is not at the same time so that the participants are in a fit condition. Hopefully further researchers can conduct research on the development of this instrument.

CONCLUSION

Based on the research that has been done, it has been concluded that the product form of measuring instruments / instruments developed is passing, dribbling and shooting techniques in soccer games. For passing techniques, it is divided into two, namely short pass (short distance passing) and longpass (long distance passing). This instrument / measuring instrument is for more sports achievements.

The process of developing this instrument uses the ADDIE model (Analysis-Design-Develop-Implement-Evaluate). In field testing, two tests were carried out with 3 meetings and in the two tests the researcher took the best score which was used as the score criteria. In these two tests, the second meeting was the dominant result / higher score. This instrument / measuring instrument development product has an assessment from the expert / expert for the short pass instrument getting a maximum score of 11 with a percentage of 0.91 in the high category of validity, for the long pass

instrument getting a maximum score of 11 with a percentage of 0.91 in the high category of validity, for the dribbling instrument getting a maximum score of 11 with a percentage of 0.91 in the high category of validity and the last for the shooting instrument getting a maximum score of 11 with a percentage of 0.91 in the high category of validity. So the conclusion is that this soccer skill development instrument is highly valid and suitable for testing.

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