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## ***SPORT TEAM BOARD APP AS A STUDY MEDIA IN APPLYING THE PjBL MODEL IN FUTSAL COURSE***

**Andes Permadi<sup>1</sup>, Bogy Restu Ilahi<sup>\*2</sup>, Oddie Barnanda Rizki<sup>3</sup>**

<sup>1234</sup> Faculty of Teacher Training and Education, Bengkulu University, Bengkulu Indonesia

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### **Abstract**

This study aims to improve the quality of learning in the Futsal practicum course using the Sport Team Board App as a learning media in the application of the PjBL model for Physical Education Study Program students at FKIP Bengkulu University. Learning media in the digital era must be aligned with technological developments, besides that learning media must be interesting, creative, and in accordance with current learning needs. Researchers chose this application because the Sport Team Board App is an application that meets the previously mentioned criteria to be used as a special learning media for practicum in meeting the demands of learning outcomes. This research uses descriptive qualitative, where the practice of adopting the Sport Team Board App-based PjBL learning approach is described in each context. Where data collection is done through test and non-test techniques. As a result, the target achievement was obtained in cycle II with the following details; 15 students or 42% obtained category A, 17 students or 47% obtained category B, 4 students or 11% obtained category C, and none or 0 students obtained category D. The results of the response questionnaire distributed to students showed a final score of 24.61 or an average of 4.1 which means that the category most chosen by students is agree. The results of the response questionnaire distributed to students show the final score of 24.61 or an average of 4.1, which means that the category most chosen by students is agree. These results indicate that the implementation of learning in the application of PjBL for VI semester students of the Physical Education Study Program at FKIP Bengkulu University is of interest to students. It not only reaches the aspect of knowledge implementation but also increases student creativity and interest in learning activities.



\*Corresponding email : [bogyrestu@unib.ac.id](mailto:bogyrestu@unib.ac.id)

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## INTRODUCTION

One of the compulsory courses for undergraduate students of the Physical Education Study Program (Penjas) FKIP Unib is the Futsal course which has a weight of 2 credits. This course is given in the odd semester (V) with learning outcomes, namely students being able to practice basic futsal techniques and being able to understand refereeing and futsal coaching well. Learning in the PE study program is different from other study programs, the difference is about the percentage of practice. In PE learning, almost all courses emphasize practical activities, where students are able to carry out certain sports activities which are the objectives in each course in the PE study program. Learning in the Futsal course emphasizes how students can later become teachers who can organize sports learning in schools.

The learning system in the current Era of Merdeka Belajar where the orientation focuses on students not lecturers is still a polemic for those implementing learning. The learning process that demands clear skills must certainly use traditional style learning, namely the one-way demonstration method but is currently considered saturating and less meaningful for students, which is the main point of rejecting the sustainability of learning with this system by many parties.

The innovation of the learning system combined with the current learning model and technology will require the readiness of many parties,

including the government, students, educators, and the learning environment, especially in the era of the Free Campus and Free Learning policies in higher education. Students in this policy era are given the freedom to sip the juice of knowledge they need. The term generation-Z or millennial children pinned on today's students refers to their proximity to digital technology. There is a connection between digital technology and the education system as Flavin said, namely digital technology is described as a tool that can increase collaboration and motivate learners to re-engage with education and allow them to develop their multimodal skills. (Firmansyah and Suwadi 2021)

The utilization of digital technology in the education system can construct ways of learning, increase competence and develop students' skills in various aspects, one of which is in the practicum course how to innovate so that learning objectives are maximally achieved. Amid the difficulty of combining technology and the mandatory PjBL learning model in the era of independent learning-campus, digital technology is present to accompany students and this situation should be an opportunity for educators to carry out the learning process by utilizing current technology as an interactive learning media with targeted learning accuracy in students' glasses in sports such as the Sport Team Board App. This Sport Team Board App application is available in the Android Playstore, where this application is to design a futsal field with several

player points that can be easily shifted, of course there are recommendations from the application directly in determining how to determine strategic tactics in attacking and defending while playing but still have to be the user himself who experiments. This application has been used by several local, regional and national coaches. This is what makes researchers feel important to use the Sport Team Board App.

However, in addition to being required to practice futsal well, students are also expected to understand the theoretical material well. Initial observations made showed that there was a tendency for the level of understanding of the material by students to be quite low in the preparation of futsal match strategies where they had to defend and defend. This is because the futsal course in the PE study program emphasizes more on the basic technical aspects, while of course there is a practicum where students may later become teachers and become futsal coaches, so it is natural that the theoretical aspects in the preparation have been weak students. Of course, this must be improved because PE study program students will later become sports teachers who must master the theory in order to model good practical activities for their students.

The use of the Sport Team Board App application as a medium in the application of the Project Based Learning (PjBL) learning model aims to improve the quality of learning on match tactics and strategy material in futsal courses. (Hiasa 2009) Project learning is a

learning model that uses projects/activities as media. Students are asked to create a Futsal project using the Sport Team Board App as a form of learning process. It is hoped that the use of the Sport Team Board App application as a learning media that is close to students can motivate students' passion for learning where learning activities become more enjoyable, rational, emotional, and affective for students.

The research that the researcher will do is from a combination of Futsal and the PjBL model in the wrapping of the Sport Team Board App application. In addition, if the previous study made Futsal learning as the object to be studied, this is different from the researcher who makes the material of match tactics and strategies in the Futsal course to be expressed using the Sport Team Board App application media. The limited research on the use of the Sport Team Board App application as a learning media, especially in Futsal courses, is also the reason researchers want to conduct this research. The use of learning media based on the Sport Team Board App application allows the achievement of learning objectives in the era of independent learning policies - independent campuses and allows the creation of affective and comprehensive learning outcomes for students.

This research on the use of the Sport Team Board App as a learning media in the application of the PjBL model in the Futsal course is a class action research using descriptive methods which will be carried out in two cycles.

This research will produce the main output in the form of articles published in SINTA 3 accredited national journals, namely the Nusantara Sports Page journal (HON), PGRI University Palembang or the Sinta 3 DOAJ Kinestetik Journal as an alternative journal. In addition, there are additional outputs in the form of articles that will be disseminated at the National Sports Seminar to be held by Bina Dharma University in October 2024.

## METHODS

This research is a Classroom Action Research, which is an action research in the scope of education conducted by lecturers, and at the same time as researchers in their classrooms or together with others (collaboration) by designing, implementing, and reflecting on actions in a collaborative and participatory manner that aims to improve or improve the quality (quality) of the learning process in their classrooms through a certain action (treatment) in a cycle. (Subali 2014).

This research uses a descriptive method because this research will produce a description of the extent to which the quality of learning is improved by using the “Sport Team Board App” application as a learning medium in the application of the PjBL model in the Futsal course for students who are the research sample. The use of the Sport Team Board App” application in the application of the PjBL model allows the achievement of learning objectives in the era of independent learning - independent campus policies and allows the creation

of affective and comprehensive learning outcomes for students.

## Research procedure

This class action research plan will be carried out in two cycles, and each cycle consists of four stages, namely (1) planning, (2) acting, (3) observing, and (4) reflecting. The following table describes the flow of research that researchers will conduct (Subali 2014).

### Planning

In the planning stage, the preparation of learning tools needed during the teaching and learning process is carried out, including: (1) preparing the RPS for the Futsal course, (2) preparing materials in the form of power points, (3) preparing an observation sheet containing basic questions about Futsal as a pre-action instrument to determine the percentage of student interest, (4) preparing cycle 1 and 2 learning scenarios with the concept of the TPS (think, pair, share) learning model, (5) making f assessment instruments, and (6) preparing futsal with the Sport Team Board App account for the application of PjBL as the main application that accommodates Futsal learning activities.

### Action

This stage is the implementation of the learning scenario that has been made in the previous stage in the classroom, including the initial, middle, and final activities.

### Observation Stages

During the implementation, the research team simultaneously observed everything that happened during the learning process.

### **Reflection Stages**

The obstacles in the learning process are analyzed from the results of the questionnaire that has been distributed to further improve the achievement of the target learning outcomes.

### **Place and time of research**

This research was conducted at Bengkulu University on odd semester students T.A. 2023/2024 Physical Education Study Program FKIP UNIB. The research was conducted from July to December 2024.

### **Research subject**

The population of this study were all students of the Physical Education Education Study Program FKIP UNIB T.A. 2023/2024. While the sample in this study were fifth semester students who took the Futsal course in the Physical Education Study Program, FKIP UNIB.

### **Data collection technique**

Data collection in this research used Data in this research was collected through one of the test and non-test techniques, namely by using observation sheets to see students' ability to express their abilities and also by giving questionnaires before and after the learning model was applied (Sugiyono 2017). The test technique will be carried out at the end of the cycle in the form of giving test questions to determine students' knowledge of the material that has been learned from the use of the Sport Team Board App as a learning medium.

### **Research Instrument**

(Sugiyono 2017) The research instrument is a tool used to collect research data. The instrument used is an observation sheet of presentation performance by students. In addition, the instrument in this study is also a questionnaire sheet that will be given after cycle 1 and cycle 2 ends to find out student responses to learning activities. Finally, the instrument is in the form of evaluation questions that will be carried out at the end of the cycle to determine students' knowledge of the material that has been learned from the use of the "Sport Team Board App" as a learning medium.

### **Participants**

Appropriate identification of research participants is critical to the science and practice of psychology and/or social sciences, particularly for generalizing the findings, making comparisons across replications, and using the evidence in research synthesis and secondary data analysis. Identification of the samples of participants major demographic characteristics for human, such as age; sex; ethnics and/or racial group; level of education; socioeconomic; generational, or immigrant status; disability status; sexual orientation; gender identity; and language preference as well as important topic-specific characteristic.

### **Data analysis**

Teknik analisis data yang digunakan dalam penelitian ini adalah data angket untuk ahli materi dan ahli media serta angket tanggapan mahasiswa dilakukan dengan lima skala penilaian,

dimana skor tertinggi adalah 5 (*sangat setuju*) dan skor terendah adalah 1(*tidak setuju*). Untuk menghitung skor total rerata dari setiap angket digunakan rumus rumus:  $X = \Sigma X/N$ . skor yang diperoleh kemudian di konversikan sesuai acuan tabel di bawah ini

Calculate the average value of critical thinking and problem solving skills

$$\bar{X} = \frac{\sum K}{\sum N} \quad (1)$$

Information:

$\bar{X}$  = the average value sought

$\sum K$  = total score

$\sum N$  = number of students

## RESULT

Research that has been conducted from May-December on PE students, Bengkulu University totaling 36 students shows that the use of the Sport Team Board App application as a learning media in the implementation of PjBL in learning can improve student learning outcomes in the Futsal course. The following table shows the acquisition of values before (cycle 1) and after (cycle 2) the use of the Sport Team Board App application in the Implementation of PjBL.

Table 4.1 Learning Results for Cycles I and II

	Let ter	Descri ption	Target achieve ment	CYCLE I VALUE ACQUI SION		CYCLE II VALUE ACQUI SION	
8 5- 1	A	Very good	30%	8	22%	15	42%

0 0							
7 0- 8 4	B	good	50%	15	42%	17	47%
5 0- 6 9	C	Pretty good	20%	13	36%	4	11%
0- 4 9	D	Not good	0%	0	0%	0	0%
Total				36	100 %	36	100 %

From the table it appears that there is an increase in learning outcomes before the use of the Sport Team Board App in PjBL Implementation and after the media and learning model are applied. In cycle 1 students who got grades in category A amounted to 8 students while in cycle 2 there were 15 students. This means that there is an increase from the first cycle to the second cycle of 20%. Furthermore, there were 15 students who scored in category B in cycle 1, while in cycle 2 there were 17 students. This means that there is a percentage increase of 5% from the first cycle to the second cycle. Then, for grades in category C there were 13 students in cycle 1, while in cycle 2 there were 4 people. This means that there is a decrease in the number of students who get sufficient grades in cycles 1 and 2, the decrease is as much as 25%. Category D grades in both cycle 1 and cycle 2 both amounted to 0.

These results indicate that the use of the Sport Team Board App in PjBL Implementation can improve student learning outcomes in the Futsal course. This research was conducted online in accordance with the instructions for teaching and learning activities in the pandemic era decided by the government and also Bengkulu University. Next, we

will explain the details of the class action research process that the researchers conducted which consisted of 2 cycles and each cycle consisted of four stages, namely (1) planning stage, (2) action (3) observation, and (4) reflection.

## DISCUSSION

The use of the Sport Team Board App application as a learning media in the application of the PjBL Implementation model in the Futsal course of the FKIP UNIB PE Study Program can improve student learning outcomes. This increase in learning outcomes can be seen in the 2nd cycle where in this cycle the percentage of students who scored in the excellent category was 42% or 15 people. These results have increased compared to the learning outcomes in cycle 1, namely the percentage of students getting a very good category is only 22% or as many as 8 students. It can be concluded that the implementation of tests in the form of working on essay questions as many as 10 questions in each cycle to determine the level of student understanding shows that students reach the target learning outcomes in the second cycle through the implementation of the PjBL Implementation learning model, namely in the form of assignments for making material management projects using the Sport Team Board App.

The above conclusion is supported by the results obtained in practice in cycle 1, namely the average student score is 72.86, which means that these results show that practice through zoom media gets a score in the good category. In cycle 2, the average score obtained by students in practice using the

Sport Team Board App application was 83.5. The practice scores in cycles 1 and 2 show that the results of Futsal assignment practice are greater with the utilization of the Sport Team Board App.

In addition to the practical results, the questionnaire results which are student responses in cycles 1 and 2 also show that students are more motivated by the use of the Sport Team Board App application in learning activities. In cycle 1, the final score obtained was 18.86 or obtained an average score of 3.1, which means that the answer category most chosen by students is quite agree. In cycle 2, the final score obtained was 24.61 or obtained an average of 4.1, which means that the category most chosen by students is agreed.

The provision of sufficient time to work on the material management project and the utilization of applications preferred by students correlated with the seriousness and maximization of the assignment. This is also evident from the videos produced. Where the average student produces a Sport Team Board App project to make material management interesting. This assignment with the use of the Sport Team Board App application is an implementation of the PjBL Implementation model where students not only analyze the problems in the material but also explore, gather information, interpret, and assess in working on projects related to the production of the resulting Futsal material.

This learning allows students to develop their creativity with various perspectives and utilization of Sport Team Board App features according to

the tastes and interests of application users. The uploaded Futsal material management project will be seen by Sport Team Board App users, of course students want to present the best project management to share with others. Not only does it reach the aspect of knowledge implementation but also increases student creativity and interest in learning activities. The results of this study show that the combination of current technology with Futsal courses can improve learning outcomes.

## CONCLUSION

From the results of the research that has been carried out, it can be concluded as follows :

1. The average practical value in the form of a material creation project in the Sport Team Board App application is 83.5. The assessment aspects consisting of 5 assessment indicators were successfully applied by students in the Sport Team Board App application created.
2. The results of the response questionnaire distributed to students show the final score of 24.61 or an average of 4.1, which means that the category most chosen by students is agree. In other words, these results indicate that the implementation of project assignments for making Futsal material management projects using the Sport Team Board App application is of interest to students.
3. The average score of students in practice and the results of filling out the response questionnaire by students correlate with the results of the knowledge test obtained by students.

The use of the Sport Team Board App application as a learning media in the application of the PjBL Implementation model for Futsal courses for PE UNIB semester V students can improve student learning outcomes. As a result, the achievement target was obtained in cycle II with the following details; 15 students or 42% obtained category A, 17 students or 47% obtained category B, 4 students or 11% obtained category C, and no or 0 students obtained category D.

## ACKNOWLEDGEMENT

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