

PalArch's Journal of Archaeology of Egypt / Egyptology

THE DEVELOPMENT OF ONLINE BASED GYMNASTICS LEARNING

¹ Muhammad Mury Syafei, ²Neng Ulya, ³Abdul Salam Hidayat

^{1,2,3} Universitas Singaperbangsa Karawang, Indonesia

¹*mury.syafei@fkip.unsika.ac.id*, ²*nengulya90@gmail.com*,

³*abdul.salamhidayat@fkip.unsika.ac.id*

Muhammad Mury Syafei, Neng Ulya, Abdul Salam Hidayat: THE DEVELOPMENT OF ONLINE BASED GYMNASTICS LEARNING-- Palarch's Journal Of Archaeology Of Egypt/Egyptology 17(9). ISSN 1567-214x

Keywords: online-based gymnastics learning, gymnastics learning

ABSTRACT

This study aims to develop an e-learning system in the form of ONLINE-based learning. This research is the development of AN ANDROID APPLICATION, involving students and lecturers. The stages in this research are: (1) analysis; (2) design; (3) development; (4) implementation; and (5) evaluation. Data, which were analyzed descriptively, expert reviews, observations, interviews, questionnaires, and documentation. The analysis shows that the basic needs of learning activities in the gymnastics arrangement course are: (1) management of learning materials; (2) learning process; (3) presentation of material; (4) can be downloaded by students; (5) learning process of gymnastics; (6) evaluation process, and (7) the material is made in video format.

1. Introduction

In the present, learning learning is applied online because with the current situation it is not possible to meet face to face because the world is currently experiencing an outbreak of the Covid-19 pandemic which is very contagious which is of course very dangerous if learning is done face to face, therefore learning which can be done only through online media, the problem is that for practical learning, of course, it is very difficult to do online, but this time in research for the application of learning practices, virtual exercise videos will be

applied, this research will be carried out at FKIP UNSIKA, especially PJKR students who will be the samples research, by carrying out this research it is hoped that learning will be achieved well so that it is not hindered by the limited number of direct meetings due to an outbreak. This research uses research and development research that develops development. Online lessons via video or Android applications so that this learning can be widely used not only in universities but can be used in schools, hopefully this research is useful for the community, especially teacher teachers, and trainers can also use this learning model or, In essence, online learning to practice gymnastics is only used during this pandemic as long as it is still endemic in Indonesia and the world.

The definition of a learning model is a conceptual and operational learning framework that has a systematic procedure as a guide in planning and carrying out teaching and learning activities to achieve certain learning objectives. The term learning model has a broader meaning than a strategy, learning method or procedure.

The learning model has four special features that are not owned by certain strategies or methods, namely: logical theoretical rationale prepared by its creator, learning objectives to be achieved, teaching behavior required so that the model can be implemented successfully, and the learning environment required for learning objectives can be achieved.

2. LITERATURE REVIEW

Online media is a means of communicating online through websites and applications that can only be accessed by the internet. Contains text, voice, photos and videos. The definition of online media generally includes all types of websites and applications, including news sites, company websites, institutional / agency websites, blogs, community forums, social media selling sites (e-commerce / online store) and the chatting application

Online Media Characteristics

1. Speed of Information

Events / events that occur in the field can be uploaded directly in minutes or seconds. Thereby accelerating the distribution of information to the media, with global reach via the internet network, and at the same time

2. Information Can Be Updated

Updating information can be done easily and quickly, either in the form of correcting content, data and grammar, or in the form of recent developments in an issue or a moment. When there is an update of information related to old information, changes can be made. This update / update process can be done in real time.

3. Interact with the audience

One of the advantages of online media is its interactive function. Various online media features such as email, chat, online games, and surveys. Audience can even provide complaints, suggestions, responses to the editorial department and can be replied immediately.

4. Personalization

The user or reader can decide which information is needed. Online media provides an opportunity for each reader to only take information that is relevant to himself, and delete information he does not need.

5. Expandable Payload Capacity

Each media information is supported by data storage on the server computer. Information that has been published will remain stored and can be added at any time and can be searched by search engines

6. Connect with other sources (hyperlinks)

In online media all the information submitted can be linked to relevant sources, either from the same source or even from different sources. By using Hyperlink, users can open other info with just one click.

Functions and Benefits of Online Media

In practice, the function of online media is the same as mass media in general. The following are some of the functions of online media:

- a) Information Functions
- b) Socialization Function
- c) Discussion and Debate Function
- d) Educational Function
- e) Function of Advancing Culture
- f) Entertainment function
- g) Integration Functions
- h) Blog Site (Maxmanroe.com)
- i) Community Forum Site (Kaskus.co.id)
- j) Chatting Apps (Whatsapp, Telegram, Line)

Understanding Online Media According to Experts

To better understand what online media means, we can refer to the opinions of experts. The following is the understanding of online media according to experts:

1 Ashadi Siregar According to Ashad

3. RESULTS AND DISCUSSION

A survey of 90 students from 3 classes of Class 2020 PJKR Teacher Training and Education Faculty used gform, related to online learning methods and it

was found that 80% of respondents did not like online Learning Gymnastics meetings, and 20% liked online Gymnastics Learning.

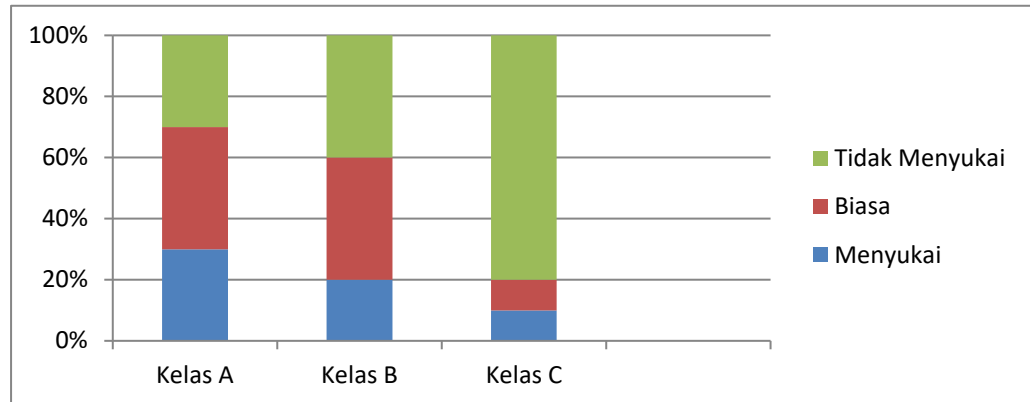


Figure 1
Column surveyClass

From the diagram above shows that the PJKR class A 30% likes to learn Gymnastics Application Online 40% Just likes to learn Gymnastics Application Online and 30% does not like to learn Gymnastics Application Online, for PJKR class B 20% Like to learn Gymnastics Application Online, 40 % Average for learning Gymnastics Application Online, 40% Dislikes learning for Gymnastics Application Online, for PJKR class C 10% Likes for online learning for Gymnastics Application, 10% Does not like online learning for Gymnastics Application, 80% Dislikes online application learning Gymnastics, the conclusion is from 90 PJKR students 70% do not like the online gymnastics application, because regular online is not supported by other facilities as a tutorial guide for doing gymnastics practice. Then besides that, the next survey is how learning is done online using the Android application as learning which contains video tutorials and guides on how to do gymnastic movements as a comparison.

A survey of 90 students from 3 classes of Class 2020 PJKR of the Teaching and Education Faculty used gform, related to online learning methods and it was found that 70% of respondents preferred meeting the Gymnastics Learning application, and 30% were less fond of the Gymnastics Learning application

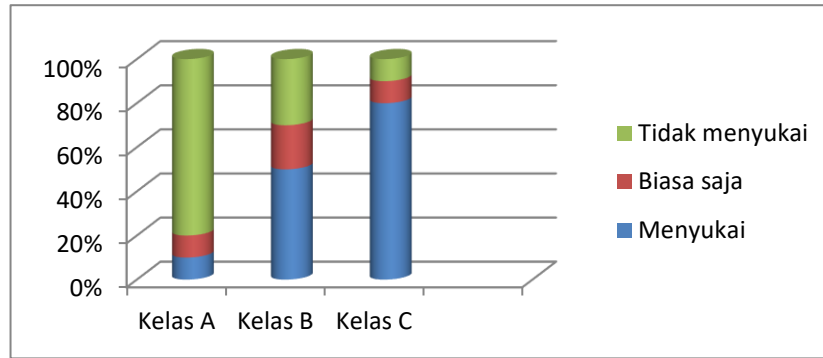


Figure 2
Column survey diagram online learning of Gymnastics Applications

From the diagram above shows that the PJKR class A 10% likes to learn Gymnastics Application Online 10% Likes to learn Gymnastics Application Online and 80% does not like to learn Gymnastics Application Online, for PJKR class B 50% likes to learn Gymnastics Application Online, 20 % Average for learning Gymnastics Application Online, 30% Dislikes learning for Gymnastics Application Online, for PJKR class C 80% Likes for online learning for Gymnastics Application, 10% Does not like online learning Application for Gymnastics, 10% Dislikes online application learning Gymnastics, the conclusion is from 90 PJKR students 70% like the online gymnastics application, because of its greater use and simple use, you can learn anywhere even though it is far from the place / campus, for learning with this application, of course, you have to download it first and need to be online to get it.

Then the opinions and judgments of media experts about the application give a positive value after being assessed in terms of quality and activeness of the application so that it is suitable to be used as an online learning medium for learning exercise practice, the diagram below is a result of the assessment of media experts.

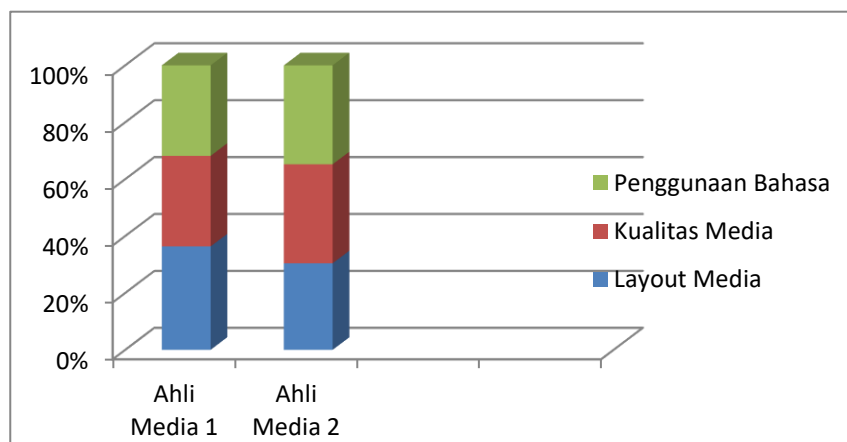


Figure 3

Diagram of Learning Media Expert Assessment

The results of the media expert's assessment shown through the column diagram show a very good percentage, namely for the results of media experts 1 layout 80%, media quality 70%, and language use 70% then for media experts 2 layout 70%, Media quality 80%, Usage 80% language, the conclusion of the results of the two media experts, which means that the Gymnastics learning application is feasible to be used as a medium to support remote practical learning, because in this application it contains a video tutorial which is a guide to doing gymnastic movements.

The results of the descriptive analysis show that learning exercise using applications, between before and after learning has increased, the pretest mean value is in sufficient criteria (80), while the mean posttest results are in good criteria (80). This shows that the implementation of the Online-based Gymnastics learning model gives students enthusiasm for learning. This increase can be seen how the level of effectiveness of a new learning model in improving student learning outcomes.

4. CONCLUSION

From the discussion it can be concluded that the gymnastics learning application is very effective for practical learning, that is because the results of the research then involve experts as reinforcement that this application is suitable for use in learning exercise practice courses remotely or commonly called online, then this application of course can be obtained in a very easy way, because this application is based on android which is now the operating system that is popularly used by people who have cellphones, and for this exercise application can be used in schools as well, especially for sports teacher teachers, the benefits are the same to facilitate learning to practice gymnastics through online, long distance is not only used during a pandemic but can also be used when sports teachers get outside assignments that do not allow delivering material to their students, and hopefully this exercise application is useful in the world of education, especially in the field of education. mani, suggestions for further research to become a reference for this application, and its functions can be developed in terms of video and voice quality contained in this application

REFERENCES

- Agus Mahendra in the journal Fredericus Suharjana Yogyakarta State University vol 8 no 1 April 2011
- Bamberger, Y., & Tal, T. (2008). Multiple outcomes of class visits to natural history museums: the students' view. *Journal of Science Education and Technology*, 17 (3), 274-284.
- <https://www.padamu.net/pengentuk-model-pembelajaran> 17-06-2020
- <https://www.akudigital.com/bisnis-tips/pengentuk-media-online/> 17-06-2020
- <https://www.maxmanroe.com/vid/social/pengentuk-media-online.html> 17-06-2020
- Imam Hidayat in the journal Fredericus Suharjana Yogyakarta State University vol 8 no 1 April 2011
- Sugiyono. (2013). *Quantitative Research Methods, Qualitative and R & D*. Jakarta: Alfabeta
- Tommy Suprpto. (2011). *Introduction to Communication Studies*. Yogyakarta: CAPS, p. 5
- Sayuti Syahara journal fredericus Suharjana Yogyakarta State University vol 8 no 1 April 2011
- Trianto,2007:65–
68<https://anrusmath.wordpress.com/2008/08/16/pengembangan/> 17-06-2020