

Development of Android-Based Silat Teaching Materialsin Karawang

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ABSTRACT

Development of Android-Based Pencak Silat Teaching Materials in Kab. Karawang, usually the source used for learning is only books that are monotonous, with the Android application more content in learning both images and videos, as well as one of the appropriate technologies that can be used as a solution in the Covid-19 pandemic. The research method uses quantitative research methods which are based on survey / questionnaire activities with a closed list of questions. Quantitative data from the results of the survey / questionnaire, not on the estimates of the researcher or author but from the results of the respondents who have been provided with the answers provided. where the purpose of distributing this questionnaire is so that researchers can find out more about the use of applications for developing Android-based pencak silat teaching materials. Based on the results of the 13 questions above which were filled in by 130 people, it can be concluded that there were 1566 positive responses from a total of 1690 responses which had an average of 92.6% for those who answered with a positive response with a median value of 96.2%. Based on the above results, it can be concluded that the development of pencak teaching materials can be used properly, so that it can be used for learning pencak silat.

1. Introduction

Research Background The author wants to develop Android-based Pencak Silat teaching materials in Kab. Karawang, usually the source used for learning is only books that are monotonous, with the Android application more content in learning both images and videos, as well as one of the appropriate technologies that can be used as a solution in the Covid-19 pandemic.

On the basis of the above problems, the researchers developed Androidbased Pencak Silat Teaching Materials in Karawang Regency. This research approach uses quantitative survey research to 15 pencak silat colleges in Karawang district, the concept of this research begins by determining the background of the problem and limiting the problem, then collecting the theoretical basis, formulating hypotheses, then determining the population and sample, including determining the instrument, followed by data collection, data analysis ends with conclusions and suggestions.

The conformity with the research roadmap is that the development of Android-based Pencak Silat Teaching Materials can be used as an appropriate technology, and pencak silat becomes one of the local wisdom. The development of Android-based Pencak Silat teaching materials contributes to making new media in learning pencak silat.

In the beginning, pencak silat was created by humans to get security from the threat of wild animals. Do not know when, where, and how the first time this process took place because the information available is very limited. However, according to historical records, pencak silat developed in the Indonesian region as expressed by: "Draeger (in O, ong Maryono: 1998: 37) pentjak-silat is certainly to be termed a combative form indigenous to Indonesia. But it is a synthesis product, not purely autogenic endeavor. " The term pencak silat is divided into two different meanings. According to the martial arts teacher Bawean, "Abdus Syukur (in O'ong Maryono; 1998). Pencak is a movement of dodging beauty steps, which include comedy elemental movements.

Learning Resources

Learning resources prepared by the teacher, such as the environment, books, media (pictures, television, internet, radio) that can be used as a learning resource for students in doing something that is movement in nature. Learning sources are anything that can make it easy for students to obtain information, knowledge, experience and skills in the learning process (Sunyoto in Destri, 2013: 11). So what is meant by learning resources here is not just a textbook but everything that makes it easy to obtain information, knowledge, experience. Learning resources aim to provide all facilities for students in the learning process so that the level of intelligence of students increases both cognitively, psychologically and effectively.

Android Based Program

Android-based guides that will be developed using a programming language that has HTML5 and Jquery Mobile. The programming language that has been written will be compiled together with other supporting files needed by this guide application, the process will be built by a tool called Phonegap, resulting in a master file in the form of software that can be applied to mobile (hardware) based devices such as Android.

Android is a linux-based mobile device operating system, which provides opportunities for developers to develop as expected, the operating system underlying Android is a license under the GNU, GeneralPublic License Version 2 (GPLv2), commonly known as Copyleft, The term copyleft is a license that any fix by a third party must continue to fall under the terms, Android application developers are allowed to distribute their applications under whatever license scheme they wish.

Relevant Research In this study there are references to previous research that are relevant including the following:

Hendriyanto's (2014) research entitled "Development of Smart Card Learning Media in Introducing Basic Early Age Pencak Silat Techniques". This study aims to produce a smart card learning media product in introducing the basic techniques of pencak silat for an early age in accordance with proper development procedures, so as to produce quality learning media.

2. METHODOLOGY

The research method uses quantitative research methods based on survey / questionnaire activities with a closed list of questions. Quantitative data from the results of the survey / questionnaire, not on the estimates of the researcher or author but from the results of the respondents who have been provided with the answers provided. where the purpose of distributing this questionnaire is so that researchers can find out more about the use of applications for developing Android-based pencak silat teaching materials.

Research Sample In this study the researcher determined the respondents to be more random random (random sampling) by applying a cluster sampling pattern (area sampling). Random random (random sampling) or also known as probability sampling is a sample selection method in which each sample in the population has the same probability (probability) of being selected. The research place took place in Karawang Regency, Karawang regency martial arts college. The flow of research consists of planning, implementing, evaluating and reflecting.

3. **RESULTS AND DISCUSSION**

Based on the results of the 13 questions above which were filled in by 130 people, it can be concluded that there were 1566 positive responses from a total of 1690 responses which had an average of 92.6% for those who answered with a positive response with a median value of 97.7%.

Table 1Questionnaires and Responses

	Question	Positive	Neutral	Negative
No				
1	Is the application easy to use?	129	0	1
2	Don't you have any difficulties when using this application?	116	0	14
3	Are you satisfied with this application?	126	4	0
4		127	0	3

				1
	Is the material easy to understand?			
5	Does the application meet your needs?	127	0	3
6	Is the application comfortable to use?	125	0	5
7	Are there no errors in this application?	111	0	19
8	Can you learn to use this app quickly?	119	0	11
9	Is this application in making your silat	126	0	4
	practice more productive?			
10	Can this application save time in your silat	125	0	5
	practice?			
11	Are there no obstacles in using this	100	0	30
	application?			
12	Is this application running according to your	119	0	11
	wishes?			
13	Will you advise your colleagues in using	116	0	14
	this application?			

Diagram 1 Positive and Negative Statements





4. CONCLUSIONS

Based on the research results, the development of Android-based Pencak SIlat teaching materials can be used properly because there are greater positive results.

This research can be used for pencak silat trainers, Pesilat, sports teachers as well as students and the general public **REFERENCES**

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