

The Application of Basic Football Learning Models by Using Applications to Increase Learning Outcomes of Football Courses for Students of Sports Training Education in the Faculty of Sport Science, Universitas Negeri Medan 2022

DOI: <https://doi.org/10.47175/rissj.v3i4.571>

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ABSTRACT

This study applies the basic football learning model by using an application to improve the learning outcomes of football subjects. The research method used in this study is experimental, meaning that the research aims to find causality or causal relationships. The data obtained from the research results were analyzed quantitatively to answer the research problem formulation. The results of the study r arithmetic $>$ r table the value of the r table is with a significance of 5% or 0.5, which is 0.138. The significance value (2-tailed) < 0.05 indicates a significant increase between the initial variable and the final variable. This shows that there is a significant increase in the difference in treatment given to each variable. So it was concluded that the significance value of $0.000 < 0.05$ was an increase in the application of the Basic Football Learning Model by Using Applications to Improve Learning Outcomes of Soccer Courses for Students of Sport Training Education, Faculty of Sports Science, State University of Medan in 2022. The application of basic football learning models by using applications has an impact on learning behavior and social because students become more adaptive to identify technologies that can support learning and increasing social relations. It is also improving skills related to using technology and social communication.

KEYWORDS

Development; model; learning; football; apps; habit; social communication

INTRODUCTION

In order to properly develop basic motor skills, lecturers must have the ability to design and implement physical learning according to the growth stage and student characteristics (Winataputra et al., 2014), as well as the ability to modify and approach the learning process. The ability to modify and determine the most appropriate learning models and methods is an effective means to achieve learning objectives, as well as an effective means to seek to improve the quality of learning, so that the learning process can be more diverse and not saturated (Supriyadi, 2012). By modifying the learning media for football courses, it will not reduce student activities in learning. But on the contrary, by modifying learning and approaches in the form of games, for example, the learning process of football courses will be more enjoyable. (Danny, 2007) states that "Modifications in football courses are needed, increasing the likelihood of success in participating and being able to perform

movement patterns correctly". Therefore, it can be concluded that learning the game of soccer, especially in learning the combination of basic techniques of dribbling, passing, and shooting in playing soccer still uses basic training, namely training the technical elements of the soccer game which is less effective and does not foster interest. students to be active (Adil et al. 2018). Seeing these needs, the formulation of the problem in this study is the application of the basic football learning model by using applications to improve the learning outcomes of soccer courses for students of Sports Coaching Education, Faculty of Sports Science, Medan State University in 2022.

LITERATURE REVIEW

Harsono (2001: 101) that "Training is a systematic process of practicing or working, which is done repeatedly by increasing the number of training or work loads." According to Burton (1984) in Siregar (2014: 4), "learning is the process of changing behavior in individuals because of the interaction between individuals and their environment so that they are better able to interact with their environment". Gagne and Berliner (1983: 252) in Rifa'i (2011: 82) state that learning is a process in which an organism changes its behavior as a result of experience. William Burton in Hamalik, (2013: 31) suggests that an effective learning process is a learning process that is under the guidance of stimulating and guiding without pressure and coercion. William Burton also said that the learning process takes place effectively if the experiences and desired outcomes are adjusted to the maturity of the students. Winkel (1991) in Siregar (2014:12), "learning is a set of actions designed to support the student's learning process, taking into account extreme events that play a role in a series of internal events that take place experienced by students".

Based on the opinion above, it can be concluded that learning is a set of actions that are deliberately designed to facilitate students in developing their potential to the fullest. Koger, (2005: 15) classifies the basic techniques of football consisting of: (a) techniques for passing and kicking the ball (kicking), (b) techniques for stopping or receiving the ball (stopping), (c) dribbling techniques, (d) trickery with the ball, (e) technique of heading the ball (heading), (f) technique of keeping and controlling the ball (controlling), (g) technique of throwing in (throw in), (h) technique of goalkeeper (goal keeping).), (i) juggling technique. Sadiman et al (1993:6) suggests that the media is an intermediary or delivery of messages from the sender to the recipient of the message.

RESEARCH METHODS

The research used in this study is experimental, meaning research that aims to find quality or cause-effect relationships. Ibrahim et al. (2018) say that the experimental method is a research method that tests hypotheses in the form of a causal relationship through the manipulation of independent variables and examines the changes caused by the treatment. The population in this study were 231 Sports Coaching Education students. The sampling technique used was purposive sampling, thus the sample in this study was 120 students of Sports Coaching Education Class of 2021. The data obtained from the research results were analyzed quantitatively to answer the formulation of the research problem. The data that has been collected from the pre-test and post-test were analyzed using the SPSS.22 statistical application by testing, validity, homogeneity and t-test.

RESULTS AND DISCUSSION

There are 40 questionnaires with 220 respondents, it is concluded that the results obtained are, all questionnaire items with respondents are declared valid, it can be proven by r

arithmetic > r table, the value of r table is with a significance of 5% or 0.5, namely 0.138. It is said to be valid because all the values of the responses are greater than the r-table with the lowest r-hing 0.149 for the pre-test and 0.148 for the post-test. obtained the value of Sig. (2-tailed) is 0.000 while when compared with a significance level of 0.05, the results obtained from the conclusions of the paired test are: The significance value (2-tailed) <0.05 indicates a significant increase between the initial variable and the final variable. This shows that there is a significant increase in the difference in treatment given to each variable. So it is concluded that the significance value is $0.000 < 0.05$

There is an increase in the application of the Basic Football Learning Model by Using Applications to Improve Learning Outcomes of Football Courses for Students of Sport Training Education, Faculty of Sport Science, State University of Medan in 2022.

CONCLUSION

Based on the results of the research above, it can be concluded in this study, namely the Application of the Basic Football Learning Model Using Applications to Improve Learning Outcomes of Football Courses for Students of Sport Training Education Faculty of Sports Science, State University of Medan in 2022. Very significant in the application of learning using digital media in learning ability development process. The application of basic football learning models by using applications has an impact on learning behavior and social because students become more adaptive to identify technologies that can support learning and increasing social relations. It is also improving skills related to using technology and social communication.

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