Development of Learning Media for Sports Courses at Cipta Wacana Christian University in the Civil Engineering Study Program

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Abstract
Learning media can actually help in the success of learning. Lack of learning media, not yet utilized optimally, even lack of knowledge in utilizing the potential of existing media is an inhibiting factor in learning. The aim of this research is to produce products that will later help the teaching and learning process when face-to-face learning conditions take place. This research uses a research and development model where there are several stages carried out. The initial product will be developed through validation tests by several experts, including material, learning and media experts. then small group trials and large group trials were carried out. After all the stages have been passed, the results are expected to help students understand the sports course material during face-to-face meetings. The results from a series of small group trials showed a percentage result of 82.2 percent, and the large group obtained a percentage result of 86.6 percent.

1. Introduction

The progress and rapid development of information and communication technology today can be utilized in various fields such as education. Current conditions can be utilized by several experts to create various kinds of learning media that can be adapted to the development of the present era. in the development and advancement of technology today, gadgets are the main and mandatory things used by the community to communicate. It should be noted again that excessive use of gadgets can make users who were originally Giger (Active Movement) become Mager (lazy Movement) (Toteles & Pratama, 2023). Apart from being a communication tool, android and ios-based gadgets can also be used to browse the virtual world, play games, learn, and social media. Currently, various kinds of learning media are developing in the field of education which are then grouped according to their benefits.

The grouping of educational learning media, among others, is print media (books) audio media (songs), audio and visual media (gadgets), physical object media, human and environmental media, computer media and multimedia (Nurdin., 2016). Learning media that is growing rapidly at this time is a gadget that can be used by students as a learning medium to find sources of knowledge or scientific references from what they are learning. Audio-visual media is not a teacher, but media can help the success of learning (Simanjuntak et al., 2022).

The products produced by researchers are audio and visual products to support the learning process in the classroom. Media in the form of audio visual can be used in learning optimally because it uses 2 transfer processes, namely through hearing and vision (Pratama & Bagus Januarto, 2019). The learning process carried out at Cipta Wacana Christian University for students of the Civil Engineering study program in sports courses. In the sports course there are several materials taught including rhythmic gymnastics, traditional games, simple games, big ball,

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small ball, and swimming material. This course is organized by considering how basic movements, basic theories and basic movement skills. Researchers take one of the game materials that are easy to implement and require infrastructure that is easy to use. Based on the results of interviews with several students of the Mechanical Engineering study program on March 5, 2024 in face-to-face learning, there are several good class infrastructure facilities that can be used to support learning, but students have not been able to maximize the infrastructure owned by the campus. Gadgets owned by the students themselves are also not maximally used as learning media, because most of the gadgets owned by students are only used as a medium for storing galleries and are used as chat media to friends and relatives. Thus, researchers developed a learning media for sports courses so that students of the Civil Engineering study program find it easier to learn about sports.

2. Method

This research uses the RnD Researcn and Development method. The research and development method is a research method used to produce certain products and test the effectiveness of those products (Sugiyono., 2019). (1) potential existing problems, (2) collect data, (3) product design, (4) design validation, (5) design revision, (6) product trial, (7) product revision. The subjects used in this study were students of Cipta Wacana Christian University in the Mechanical Engineering study program. The types of data used are quantitative and qualitative and this study uses a questionnaire instrument to validate.

3. Result and Discussion

The results of interviews with Cipta Wacana Christian University students in the Mechanical Engineering Study Program obtained the following results: students do not understand the material of simple sports games, then the forms of material explanation given to students in the form of lectures in class are not understood by students. Students are given several solutions by using gadgets that are currently used to gain knowledge about simple sports games, the results obtained by students also do not know how to use gadgets optimally, what they know is that using gadgets is only used as social media and communication media with fellow friends. With the above problems, researchers make the development of learning media in the form of audio and visual to help students understand sports material and can practice easily in learning.

Media Validity Test

Validation is the process of assessing the feasibility of the product developed before the product is tested. The media that has been designed is given criticism so that the designed product is really feasible to be applied.

Table 1. Media Expert Data Results

No	Aspects	Results
1	Ease	89%
2	Attractiveness	92%

No	Aspects	Results
3	Compatibility	90%
	Average	90,3%

From the results of the data analysis of the media expert trial, the percentage is 90.3%, these results are obtained based on the aspects that have been converted and from the above results there are suggestions and input from media experts, namely: generally quite good, and at the beginning of the video a bumper is added as more attraction and at the end of the video it is necessary to include the credit title of the crew taking the video.

Learning Validity Test

Validation is the process of assessing the feasibility of the product developed before the product is tested. The media that has been designed is given criticism so that the designed product is really feasible to be applied.

Table 2: Learning Expert Data Results

No	Aspects	Results
1	Compatibility	80,1%
2	Attractiveness	84%
3	Effective Ease	83,4 %
	Avarage	82,1 %

from the results of the data analysis of the learning expert trial, the percentage is 82.1%, these results are obtained based on the aspects that have been converted and from the results above there are products that are suitable for use.

Material Validity Test

Validation is the process of assessing the feasibility of the product developed before the product is tested. The media that has been designed is given criticism so that the designed product is really feasible to be applied.

Table 3. Material Expert Data Results

No	Aspects	Results
1	Attractiveness	80%
2	Compatibility	84,7%
3	Ease	82%
	Avarage	82,2%

from the results of the data analysis of the material expert trial, the percentage is 82.2%, these results are obtained based on the aspects that have been converted and from the results above there are products that are suitable for use but there are some inputs by providing more in-depth explanations about certain materials.

Small Group Trial

The implementation of small group trials first for students through filling out a questionnaire, the questionnaire is given via google form. Small group trials for improvement of the product. below are the results of the small group trial.

Table 4. Small Group Data Results

No	Aspects	Results
1	Attractiveness	84,1%
2	Applicability	80,2%
	Avarage	82,2%

From the results of the data analysis of the small group trial, the percentage is 82.2%, these results are obtained based on the aspects that have been converted and from the results above there is a product that is suitable for use with a few additions to make it easier to understand.

Large Group Trial

The implementation of large group trials for students through filling out a questionnaire, the questionnaire is given via google form. Large group trials to find out the results of improvements from the product that was tested in the small group. below are the results of the large group trial.

Table 5. Large Group Data Results

No	Aspects	Results
1	Attractiveness	87,2%
2	Applicability	85,9%
	Avarage	86,6%

from the results of the data analysis of the large group trial, the percentage is 86.6%, these results are obtained based on the aspects that have been converted and from the results above there is a product that is suitable for use.

4. Conclusion

Based on the results of the study, it can be concluded that the development of learning media for sports courses at Cipta Wacana Christian University in the civil engineering study program is feasible to use. In the results of the small group trial, 82.2% was obtained, which means it is feasible to use, but with a note that there are some that must be added with the aim of making the media easier to understand. In the results of the large group trial, 86.6% was obtained, which means that the media after making various kinds of revisions and input from the experts involved, in the final results are suitable for use. In the learning media developed simple sports game material contains about what types are included in simple sports games, then how to play, what can be produced in these simple sports games, and how students are able to practice correctly. It is hoped that with the development of this learning media, students will be able to learn more efficiently and students will find it easier to learn sports material in the future.

Author Contributions

All the authors contributed to the study.

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Declaration of Conflicting Interests

The current study do not comply to any conflict of interest.

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