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## Development on e-module media in basketball game for improving the learning motivation of the seventh grade students of junior high school

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### Abstract

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This research aims to: (1) develop E-Module Media for basketball games to improve learning motivation, (2) analyze E-Module Media for basketball games that are effective for learning based on expert assessments, (3) analyze the practicality of e-module media in basketball games for improving learning motivation for the seventh grade students of Junior High School, and (4) analyze the effectiveness of whether or not there is an improvement in learning motivation of the students.

The research was a product of research and development, so this type of research included research and development or abbreviated as R & D. Validation trials were carried out by 2 expert lecturers in the field of materials and media. Product practicality trials were carried out by 2 Physical Education teachers. The small scale test in this research used a sample of 6 students. The large scale test used a sample of 100 students. This research was conducted in Rakit District, Banjarnegara using Random Sampling and the data was taken from 4 Junior High Schools consisted of SMP N 1 Rakit (Rakit 1 Junior High School), SMP N 2 Rakit (Rakit 2 Junior High School), MTs Al Ma'arif Rakit (Al Ma'arif Rakit Islamic Junior High School), and SMP Muhammadiyah Rakit (Muhammadiyah Rakit Junior High School). The data analysis techniques used quantitative and qualitative analysis.

The results of this research and development generate a product in the form of an e-module media for basketball games for improving the learning motivation for the seventh grade students of Junior High School. The product is tested by validators and receives a score of 3.63 in the "Decent" conversion category. The product is tested for practicality by the Physical Education teacher and receives a score of 3.75 in the "Practical" conversion category. The product in the small-scale practicality test receives a score of 0.85 in the "Practical" conversion category. Meanwhile, in the large-scale practicality test, it receives a score of 0.92 in the "Practical" conversion category. The research and development product for the e-module basketball game media is declared effective to use based on trials of the effectiveness of the pretest and post-test on students' learning motivation. It is proven by the results of the t-test showing that there is a significant difference in the improvement in learning motivation scores for the seventh grade students of Junior High School.

**Keywords:** Basketball, e-module, learning media and learning motivation.

### Introduction

Basically nationally, learning is defined as an interaction process involving several main elements, namely students, educators and resources Study. Taking place in a learning environment, students act as students, educators act as facilitators, and learning resources function as tools, materials, devices, settings, and people who interact with students to facilitate learning and improve performance. And also see the development of science and technology as a component in ongoing learning. Touching on the development of science and technology, Bertrus in Januszewski and Molenda (2008) [2] emphasized that technology is an important component of current learning resources, which refers to student analysis such as learning motivation.

Motivation to learn for participants educate greatly influences students' learning outcomes, students' learning motivation is obtained by students and from the environment, according to research results from which states that the higher the learning motivation, the better the learning outcomes. This related learning motivation is inversely proportional to the situation at school. (Nurasiah *et al.*, 2022) <sup>[12]</sup> in their research, researchers discovered the phenomenon that students experienced low learning motivation conveyed by subjects which resulted in a decrease in learning motivation. This is proven by the fact that when the teacher is teaching, students ignore the teacher's explanation and are lazy about doing their assignments. Therefore, teachers play an important role in the learning process which can foster students' learning motivation.

Teachers are expected to have abilities for develop models, media and other elements related to learning activities. Apart from that, the impact of implementation The Independent Learning Curriculum policy will increase the role of teachers in curriculum development and the learning process. In Merdeka Belajar, teachers act as facilitators and learning resources supported by pedagogical, professional, social and personality competencies. With these competencies, teachers can realize the implementation and objectives of implementing learning policies. Busy teachers who are caught up in administration learning makes them unable to carry out learning effectively.

The role of E-Modules is very important because this E-Module media can grow students' abilities, encouraging them to become better at thinking. critical and innovative, makes them happy when they discover new things, and gives them the opportunity to apply what they know in the real world. This E-Module media can be done at any time depending on orders from the teacher, such as homework assignments or before practical learning is carried out. By using E-Module Media, students can improve cognitive skills, critical thinking, creativity, initiative, broad outlook, self-confidence and motivation to learn. Learning motivation efforts students in this E-Module Media are (*ego-envelopment*) by raising awareness for students to feel its importance task and accepting it as a challenge so that working hard is an important form of motivation. This form of hard work can involve students cognitively namely by looking for ways to increase motivation.

### Problem Formulation

**Based on the problem limitations above, a research problem can be formulated**

1. How E-Module Media development process for class VII SMP/MTs basketball games.
2. How do material experts and media experts validate the E-Module Media in class VII SMP/MTs basketball games?
3. How Teacher and student practicality assessment of E-Module Media in class VII SMP/MTs basketball games.
4. Can E-Module Media in basketball games increase learning motivation for class VII SMP/MTs.

### Research purposes

**Based on the problem formulation above, the aim of this research**

1. Develop Media E-Module on game basketball for increase motivation Study class VII SMP/MTs
2. Knowing the validation assessment of material experts and media experts on E-Module Media in basketball

games to increase learning motivation for class VII SMP/MTs.

3. Know Practicality assessment from teachers and students regarding e-module media in basketball games to increase learning motivation class VII SMP/MTs.
4. Knowing the e-module media in basketball games can increase learning motivation for class VII SMP/MTs.

### Research Methods

The research carried out by researchers is a type of development research or Research and Development (R&D), in accordance with Borg and Gall (1983: 772) <sup>[5]</sup> that research and development is a process used for develop or validating products used in education and learning. According to Sugiyono (2011: 297) <sup>[19]</sup>, research methods R&D is a research method used to produce certain products, and test the effectiveness of these products defines research R&D is a process or steps to develop a new product or improve an existing product, which can be accounted for. Study R&D in education it is a process used to develop and determine the validity of a product. The product can be hardware or software. Hardware, for example books, modules, learning aids in the classroom or laboratory.

Software includes data processing computer programs, classroom, library or laboratory learning, models education, learning, training, guidance, evaluation, management, etc. Through this research expected can bridge. The research gap is more about testing theories towards generating results products that can be used directly by users.

There are several development procedures put forward by several experts. One of them is the development research procedure proposed by Sugiyono (2012: 409) <sup>[19]</sup>.

### 1. Potential Problems

The potential and problems in this development research are based on the results of a needs analysis carried out by researchers at SMP and MTs. The initial steps taken were observation and interviews observation beginning. Problems found is a learning module still using module in the form of a mold or books, until the participants educate less interested in learning sports material. Matter this can overcome with media e-module on game Basketball for increasing learning motivation for class VII SMP and MTs.

### 2. Data collection

After obtaining the results, identify potential problems, step next, and collect related data with learning model. The results at this data collection stage become the basis for determining the product design stage.

After obtaining the results of the identification of potential and problems, the next step is to collect data related to the development of E-Module Media on the Basketball game to increase the learning motivation of class VII SMP and MTs.

### 3. Product Design

Based on data collection, the next step is for researchers to design the product to be developed. Researchers prepare materials, procedures and evaluation instruments. The product is an E-Module Media in basketball learning.

### 4. Design Validation

Design validation is a process activity for evaluate the E-Module Media plan in learning She was Basket will be more effective. The steps in validating the model design are communicate with 2 for member as learning implementer.

Researcher ask to energy member as a validator for evaluate and give input both in terms of strengths and weaknesses of the development product. Results from assessment given by the expert will be used as basic repair and development Improvements material teach so in accordance with produce expected by researchers.

### 5. Design Revision

After design products are validated through discussions with experts and for member. All input, criticism, suggestion and recommendations from 2 for experienced expert noted and made base to improve design.

Media E-Module in learning Basketball which developed. Product which get validation from the validator will reveal its weaknesses, these weaknesses will then be tried to be reduced by improving the design.

### 6. Small Scale Trials

The trial phase is carried out after revisions and improvements by the validator, for the next step is small-scale product testing. This trial aims to see the practicality of the E-Module Media in Basketball games. Product implementation was carried out by 6 subjects on class VII C students at SMP N 1 Rakit and 2 PJOK teachers at SMP N 1 Rakit and MTs AL Ma'arifi Raft.

### 7. Revision of Small Scale Trials

The intended revision is for Media E-Module in Basketball learning that has been developed is worth testing. Suggestions and criticism given by experts are followed up by revising the product, apart from that, suggestions from teachers will also be considered to develop products. After receiving input and improving the product, it continues with large-scale trials.

### 8. Large Scale Trials

After product Of revision and repaired by validator then the E-Module Media Basketball game is ready to be tested on a large scale. Implementation product done 100 subjects for class VII students at SMP N 1 Rakit and MTs Al Ma'arifi Raft. Based on large-scale trials if the research encounters problems for will consulted return to members and if not then products.

### 9. Revision of Large-Scale Trials

Revisions made during large-scale trials are carried out so that the final product manufacturing stage can be carried out. Revisions at this stage are carried out based on the evaluation results during the large-scale trial process. Apart from that, suggestions from teachers will also be considered to develop products.

### 10. Dissemination and Implementation

Researchers disseminate (disseminate) products to be disseminated to all subjects (district/city, provincial or national) through scientific meetings and journals.

## Research and Development Results

### Design Validation

Design validation is a process stage to assess whether the product design is appropriate in terms of media and materials, in this case the e-module is rationally more effective from the old one or not.

It said regularly rational, because validation here Still nature based assessment thoughts rational, not yet fact field. Product validation done by presenting several experts or personnel

member Which have experience in the required field as well as experienced for rate the product new Which that was designed. Each expert asked to evaluate quality design e-module the, so that its strengths and weaknesses can be known.

Validation of the design in this research was carried out with media experts and material experts, then the results were obtained analyzed to create a revision guide and product early This development research obtained validation, namely:

**Table 1:** Development research obtained validation

Validation	Results Assessment	Category
Validation Material	3,73	Very Worth It
Validation Media	3,54	Very Worth It
Rate-rate	3,63	Conversion = Worth it

Seen from table on so the average validator assessment of the e-module media being developed is 3.63, which is in the feasible conversion category. These results can be concluded that the basketball game e-module developed can be used with slight revisions and tested.

### Product Trial

The first stage of product testing for PJOK teachers and students was to test the practicality of the e-module media product to determine the response of PJOK teachers and students to the basketball game e-module. The number of respondents in this stage was 2 PJOK teachers and 6 class VII students at SMP N 1 Rakit.

The results of the product trial, the total score obtained from the PJOK Teacher response questionnaire regarding the practicality of e-module media, was 3.75 in the practical conversion category and suitable for use in PJOK learning process for class VII SMP/MTs. The results of product trials, the total score obtained from the student response questionnaire regarding the practicality of e-module media with 6 students as respondents, namely 0.85, is in the practical conversion category and is suitable for use in the PJOK class VII SMP/MTs learning process.

### Trial Use

After testing of e-module products is carried out, then the product is then tested in a wider scope. In the operation of the new work system for the e-module media product, it will be assessed with a wider scope to identify deficiencies and the obstacles so that can be improved further. The trial stage for use with students is to test the practicality and effectiveness of the e-module product to determine students' responses to the basketball game e-module. The number of respondents in this stage was 100 class VII students consisting of 50 students at SMP N 1 Rakit and 50 students at MTs AL Ma'arifi Raft.

### 1. Practical use trial

Researcher request to respondents to answer the details instrument practicality research e-mode basketball game.

The results of the product trial, the total score obtained from the student response questionnaire regarding the practicality of e-module media with 100 students as respondents, is 0.92, which is in the practical conversion category and suitable for use in the PJOK learning process for class VII SMP/MTs.

### 2. Effectiveness usage trial

In the trial use, the effectiveness will be seen through a participant motivation response questionnaire educate towards learning before and after using E-Module media. The

effectiveness of the learning media developed was analyzed using IBM SPSS Statistics 26 by method Paired-Samples T-Test

- To = NOI there is differences in student motivation

before and after using the E-Module basketball game media.

- $H_a = A$ , and differences in student motivation before and after using the E-Module basketball game media.

Paired Sample Statistics					
Part 1	Preles Motivasi	Mean	N	Bid. Deviation	Std. Error Mean
		9.81	100	2,891	289
		13.95	100	1,175	118

Paired Sample Test									
Part 1	158 Borsi Maborsi	Praised Differences					T	DF	Sig (2-tailed)
		Mean	Std. Deviation	Std. Error Mean	95% Canadence Interval of the Difference				
					Low	Upper			
		-4.140	2.655	266	-4,667	-3,613	-15,510	50	000

Based on the output table of t test results, the value obtained is sig = 0.000, which means it is smaller than 0.05. Thus,  $H_0$  is rejected and  $H_a$  is accepted. So it can be concluded that there is an average difference between learning motivation Pre-test and post-test which means the influence of E-Module Media in Basketball Games to Increase Learning Motivation for Class VII SMP/MTs in Kec. Raft Based on the results of descriptive analysis, obtained mark pretest mean for learning motivation is 9.81 and grades rates post-test 13,95.

If calculated there is an increase as big as 4,14. It means happen increased motivation Study participant teach class VII after using media E-Module game she was basketball. Thus, it can be concluded that the E-media basketball game module for class VII SMP and MTs has a significant effect on increasing the learning motivation of class VII students.

## Conclusions and Suggestions

### Conclusion about the product

**Based on data analysis and discussion, the conclusions from the development research carried out are as follows:**

1. The research and development product for the basketball game E-module media was declared suitable for use in the material expert assessment with a score of 3.73 in the "Very Appropriate" category, and in the media expert assessment with a score of 3.54 in the "Very Appropriate" category. The average score for material expert and media expert assessment is 3.63, which is in the "Decent" conversion.
2. The e-media research and development product basketball game module is stated to be practical to use based on the results. The practicality test for PJOK teachers obtained a score of 3.75 in the "Practical" conversion category.
3. The product of research and development in the e-basketball game module was stated to be practical to use based on the results the small-scale practicality test obtained a score of 0.85 in the "Practical" conversion category. Meanwhile, in the large-scale practicality test, it received a score of 0.92 in the "Practical" conversion category.
4. The research and development product for e-media media, the basketball game module, was declared effective used based on test try effectiveness pretest and post-test students' learning motivation. This is proven by the t-test results showing there is a significant difference in increasing the Learning Motivation scores of class VII students SMP and MTS.

### Suggestions and use

**Based on the results of this research, several suggestions**

**can be made as follows:**

1. For students, the E-Module basketball game media can be used as a resource Study which helps increase motivation to learn PJOK material.
2. For teachers, it is hoped that the E-Module media for basketball games can be used as teaching material and to make it easier for teachers to convey learning materials to students.
3. For researchers, the E-Module basketball game media can be used as a reference source for further research.

### Product dimensions and development further

1. The results of this research can be used as a reference for literature review in further research related to E-Module media and PJOK learning.
2. Considering that the research results show very good results, it can be used to create similar PJOK E-Module media with different material or at different grade levels.
3. Based on the results of validation of very valid materials and media as well as excellent trials at SMP and MTs in Rakit District. Therefore, this product can be used for class VII PJOK learning in other schools.
4. For wider use, this E-Module media development can be used for other subjects to create E-module media products similar to the application format.

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