



**Development of a Football Game Modification Book for Primary School
Physical Education and Health Teachers**

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Abstract

The purpose of this study was to determine whether the development of a football game modification book can be used as an alternative reference media for learning football games. The product development of this football game modification book was evaluated by experts in football game materials and learning media experts. This research was conducted using research and development, which is used to produce certain products. The sample were all sports and health education teachers in Tugu District totaling 28 teachers. The research instrument used a semi-open questionnaire and data analysis used descriptive statistics. The results of data analysis from 28 teacher respondents got a score of 88%, it can be concluded that the development of a football game modification book is in a good category and can be used as an alternative reference media in learning football games for sports and health physical education teachers.

How to Cite

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INTRODUCTION

Learning is essentially a process of changing behavior that is realized and teaching is essentially a planned effort through the arrangement and provision of conditions that allow students to carry out various learning activities as best as possible. The components in a learning activity are students, teachers, objectives, lesson content, methods, media, and evaluation. (Mulyasa, 2013) Teachers in carrying out their duties and responsibilities are several indicators including 1) teaching and learning programs 2) ability to carry out teaching and learning activities 3) ability. (Uzer Usman, 2006) Learning is a learning process that is built by teachers to develop creative thinking. (Fudin, 2016) The teacher is a component who plays a major role in the creation of quality educational processes and outcomes to achieve learning objectives. Creative and innovative physical education teachers will be able to create something new and innovative, something that already exists to be presented in a more attractive way so that students become motivated to take part in learning. One way for teachers to achieve these learning objectives is by using a game approach in learning.

The game approach in learning so that it can be carried out properly and can be responded to by students, the game must be modified. In modifying the game, physical education teachers must consider several factors including learning objectives, student characteristics, school facilities and infrastructure. One of the supporters of the professionalism of a teacher is understanding the characteristics of students. (R. Febrianto, 2018) With a modified game approach, it is very suitable for the characteristics of elementary school level students who like to play. Teachers get modified games that are suitable and effective for learning by looking for references (media) or developing their own. Developing media can be used as a delivery in physical education learning. (Santoso & Hariyadi, 2020) Media can stimulate thoughts, feelings and willingness so that it can encourage the learning process in itself. (Saputra, 2015)

The media is expected to have an important role in strengthening academic performance. (Benson & Odera, 2013) In this study, academic performance leads to cognitive understanding by teachers. Media development pays attention to the developmental stages and characteristics of children, so that children will participate in physical education learning with fun and joy. This was supported by (Fudin & Putra, 2019) stating that A Creative teacher will be able to create something

new, or modify something that already exists but is presented in a more interesting way, so students do not feel bored. Media can function optimally if it can be accessed easily by users. Media that is integrated with the most advanced technology is not necessarily the best media. Print media, although seemingly unsophisticated and not the result of the latest technology, is media that can be easily accessed and carried anywhere if the size is adjusted. Books are a form of printed media that is familiar to the public. Print media which is included in the category of visual media is a medium that can be used practically because it is a form of simplification of the form of communication. (Munadi, 2008) According to the Mukminan, the development of learning media needs to pay attention to the VISUALS principle, namely visible, interesting, simple, useful, accurate, legitimate and structured. (Nurseto, 2011)

Football is a sport that demands good cooperation, therefore each player is required to master good individual basic techniques so that cooperation between players can be perfectly established. (F. Febrianto, 2017) Learning football games in physical education, physical education teachers must be creative and innovative in developing learning by modifying games and seeking or developing literature as a medium to support the implementation of learning. Media are designed to provide real-world images and substitute experiences for gaining learning experiences.

Based on a preliminary study in the field, physical education teachers for sports and health at the primary school level in Tugu District have only modified the game of football by minimizing the field and the game goal adapted to the school environment. Besides that, it does not have any literature books about modifying the game of football and requires that literature.

Based on the results of research that aims to develop a pocket book product for football games for elementary school students whose material is related to the understanding, history and basic techniques of the game of football, (Murtiyono, 2016) the author is interested in developing a media game modification book for sports and health teachers at school level. basic. The difference between the pocket book that was developed (Murtiyono, 2016) and the modified football game book that was developed included the content of the material, the appearance of the book, the use of the book and the type of modification of the football game. The specification of this football game modification book contains playing theory, game modification concepts and types of football game modification.

METHODS

This research was conducted using research and development. Research and development methods are research methods used to produce certain products. (Sugiyono, 2016) Research and development carried out by researchers is a combined type of qualitative and quantitative research. Development requires systematic planning that refers to the learning system, design message methods or strategies and pay attention to student characteristics. (R. Febrianto & Puspitaningsih, 2020) The development of learning media in this study uses the ADDIE development model. The ADDIE development model contains steps in research, namely 1) Analyze 2) Design 3) Develop 4) Implement 5) Evaluate. (Branch, 2009)

The research was conducted in all elementary schools in Tugu District, Trenggalek Regency. The population in the study were all sports and health physical education teachers in elementary schools in Tugu District. While the sample in the study was the entire population of 28 sports and health physical education teachers. The data collection method used a non-test method in the form of a questionnaire. While the data collection instrument used a questionnaire sheet with open and semi-open types.

The data analysis technique used in this research is descriptive statistical data analysis techniques. Descriptive statistical data analysis techniques are divided into qualitative descriptive and quantitative descriptive. The qualitative data analysis technique used to sort data in the form of written suggestions and answers in this study was the Miles and Huberman model data analysis technique with the steps 1) Data Reduction 2) Data Display 3) Conclusion Drawing. (Sugiyono, 2017) Quantitative data analysis techniques are used to analyze the results of the evaluation of media products in the form of descriptive percentages. (Sudijono, 2011) If the data is in the form of percentages, proportions and ratios, then conclusions can be drawn, adjusted to the problem. (Arikunto, 2013).

RESULTS AND DISCUSSION

Based This research is a research and development study based on an analysis of existing needs in the field and the results of previous developments. Then develop the initial product of the football game modification book and continue with product evaluation by instructional me-

dia experts and football game material experts. Based on the data analysis of the results of the evaluation of the product of the expert football game material from the 13 question items, the results are the total frequency of 60, the total frequency of the number of individuals 65 and the percentage figure of 92% as presented in **Table 1** as follows:

Table 1. Results of the Material Expert Evaluation Data Analysis

Total Question	$\sum f$	$\sum N$	$\sum P$
13	60	65	92%

Based on these results, the football game material expert gave the decision that the product was feasible and could be field tested on the condition that it had to be revised based on suggestions for improvement first. Suggestions for product improvement from football game material experts are presented in **Table 2** as follows:

Table 2. Material Expert Product Improvement Suggestions

Product	Improvement Suggestions
Football game modification book	Image captions are conveyed below the image according to the game image icon so that it is clear and easy to understand Game rules are presented systematically so that they are clear and easy to understand

Based on the data analysis of the results of the evaluation of the learning media expert's product from 25 question items, the results are the total frequency of 112, the total frequency of the number of individuals 125 and the percentage figure of 90% as presented in **Table 3** as follows:

Table 3. Results of Media Expert Evaluation Data Analysis

Total Question	$\sum f$	$\sum N$	$\sum P$
25	112	125	90%

Based on these results, the instructional media expert gave the decision that the product was feasible and could be field tested on the condition that it had to be revised based on suggestions for improvement first. Suggestions for product improvement from football game material experts are presented in **Table 4** as follows:

Table 4. Media Expert Product Improvement Suggestions

Product	Improvement Suggestions
Football game modification book	<p>Cover images are given an image according to the theme to make it more attractive</p> <p>Cover is given the name of the author</p> <p>The size and font color between chapters, sub-chapters and the content of the material are differentiated for clarity and interest</p> <p>The layout of the book contents and numbering are arranged systematically so that it is attractive and clear</p> <p>Game modification images are given a fill color according to the color of the chapter to make it more attractive</p> <p>Game modification images are given an image caption and an icon in the caption and image must match so that it is clear and easy to understand</p> <p>Image icons including descriptions between passing, dribbling and shooting are differentiated for clarity and ease of understanding</p>

After the game modification book product has been repaired according to expert advice, the product is field tested on sports and health physical education teachers to obtain an assessment result of the quality of the product developed. The results of data analysis from 33 question items related to product quality obtained a total frequency of 112, a total frequency of 125 individuals and a percentage figure of 90%, as presented in **Table 5** as follows:

Table 5. Field Test Analysis Results

Total Question	Σf	ΣN	ΣP
33	4049	4620	88%

Based on the results of previous research related to the development of a pocket book of football games for elementary school students developed by (Murtiyono, 2016) the material is related to the understanding, history and basic techniques of playing football. The results of his

research from product trials show that the product developed has a score of 4.448 with very good criteria from several questions for each indicator. While the results of the research on the modification of the football game book for teachers of physical education for sports and health at the elementary school level in Tugu District, Trenggalek Regency, showed that the product quality was 88%, so the qualitative descriptive data analysis could show that the football game modification book product developed was in a good category and could be used. Regarding suggestions for improvement from sports and health education teachers at the primary school level in Tugu District, Trenggalek Regency, there are no comments about the product of this book, namely about the appearance of an attractive cover, the size of the book that is easy to carry, suitable for students and easy to implement with supported by game pictures and descriptions and this book is good as a reference to support the planning and learning process of football.

The prototype of the modified football game book product that was developed includes the size of the A5 book which is designed according to the character of the soccer game modification material presented, the modification of the football game is the result of a modification of the researcher with simple pictures and information so that it is easy to understand, the contents of the book material are the basic concepts of playing, game modification and types of football game modifications with a total of 82 pages. The cover display of the football game modification book in **Figure 1** is as follows:

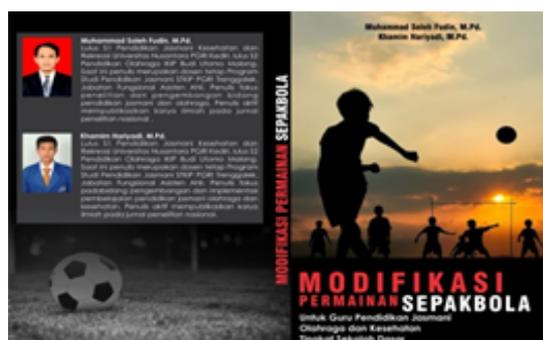


Figure 1. Cover of the Football Game Modification Book.

CONCLUSION

This research is a development research that produces a modified football game book. The results of the analysis of product quality assessment data from sports and health physical

education teachers in Tugu District obtained 88% of the 33 assessment indicators. Based on the results of this analysis, it can be concluded that the modified football game book product developed is in the good category and can be used as an alternative to literature in learning soccer games at the elementary school level. Advice to sports and health physical education teachers after reading and understanding this football game modification book can be the basis for developing their own modified form of the game of football. Because the game modification book product is still limited in types and forms of play, the researchers plan to develop a wider and more detailed one in the future.

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