

The Effect of The Use of Youtube Video Media and Conventional Pictures on The Result of Remote Kick Exercise of Extracurricular Participants in SMP Islam Al-Bisyri Semarang

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Abstract

Education technology development is inseparable with the development of technology in general. The purpose of this study was to determine and analyze the effect of the use of audio visual video Youtube media and conventional images on the results of remote kick (long pass) exercise. This study applied a quantitative approach, the method of data collection was done by using survey with test techniques and measurement. The methods of data analysis was done by using two-way ANOVA analysis, The results showed that the first hypothesis obtained $F_{\text{value}} > F_{\text{table}} = 9.489 > 4.260$, means that the first hypothesis stating that there is a different effect between those who participate in the football club and who are non football club on their remote kick (long passing) in the extracurricular participants of football in SMP Islam Al-Bisyri Semarang is accepted. The results showed that the second hypothesis obtained $F_{\text{value}} > F_{\text{table}} = 21.723 > 4.260$, means that the second hypothesis stating that there is a different effect between the use of learning media (youtube and conventional pictures) on the remote kick (long passing) of those who participate in the club and who are no non club in the extracurricular participants of football in SMP Islam Al-Bisyri Semarang is accepted. Based on the results of the study, it is indicated that there is an interaction between the use of learning media (youtube and conventional picture) on students who participate in the club and who are non club on their remote kick (long passing) in the extracurricular participants of football in SMP Islam Al-Bisyri Semarang. The benefits of this study shows the importance of learning by using the audio-visual media to achieve the optimal learning.

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INTRODUCTION

Education is a process of learning that lasts a lifetime. According Aktop & Karahanan (2012), education can be described as a process of planned and programmed applied to achieve the desired change in someone's behavior. The implementation of learning requires infrastructure as a medium to facilitate teachers in presenting the material or information to the students. According to Pahlevi, Imron & Kusumaningrum (2016), the educational facilities are all components that are directly support the course of the educational process to achieve the goal of education itself.

Developments in science and technology nowadays has exerted great influence in any field including education and sports. The influence of these developments is evident in efforts to reform the education system and learning and coaching. One example of an update to the advantage of technological developments in education is multimedia learning. Multimedia learning is able to develop the teaching and learning process towards a better and more interesting learning and teaching. The concepts of abstract learning is concretely illustrated with a visual and interactive display. According to Munir (2012), multimedia learning is as anything that can be used to deliver the message, stimulate the mind, feelings, concerns or attention and the willingness of students in order to encourage the learning process optimally.

Multimedia learning has enormous potential to change the way a person to learn, to obtain information, customize information and so on, and also provides an opportunity for educators to develop learning techniques in order to produce optimal results. Similarly, for students, that by using multimedia learning, the educational purposes would be quickly achieved with a strategy to absorb information quickly and efficiently, resources of information are no longer focused on the text of a book solely but broader than that. The growing awareness on the importance of the development of learning multimedia must be realized by educators,

particularly on the availability of support of the technology (Ricardo, 2017).

The inclusion of multimedia in the teaching and coaching can create a pleasant atmosphere in the study since multimedia combines some elements of the media so that the process of learning by using multimedia can be more attractive. According to Warsita (2008), the interactive and innovative multimedia learning can be defined as the combination and collaboration of various media which are packed in an integrated and interactive way to deliver a message of particular learning. There is a relationship between the media and message in which media here play role as a messenger.

According to Agus (2001), media is the forms of communication, both printed and audiovisual and its devices. One of the appropriate media that can be properly use in the development of multimedia learning in the football game is by using the media of Youtube through multimedia based football game. By using this multimedia, it is expected that students are able students are able to learn effectively, interactively and independently in order to improve both academic and non-academic achievement.

The use of instructional media of Youtube has various cognitive, affective, and psychomotor puposes. The media should be manipulated, can be seen, heard, and read. (Agus, 2001), The use of media video of Youtube is by downloading and watching the Youtube video that has been recommended by the trainer/teacher in the learning of football game, particularly in the exercise of remote kick (long pass) in the participants of extracurricular of football in SMP Islam Al-Bisyri Semarang. This gives a more conducive atmosphere for learning, since students learn according to their ability and speed to understand the knowledge and the information presented. In other words, multimedia learning of remote kick (long pass) of the extracurricular participants of football not only can create an effective learning climate for slow students or learners but can also reinforce the effectiveness of learning of the faster students or learners.

Sport has become a must for a society that is guided by their cultural fulfillment, various aspects of the culture intertwined with the way of thinking that is accepted by the mind, morality, and society (Sudaryoto, et al. 2017). Football sport is a simple game that has been popular in the community, either for entertainment, ranging from exercises in improving health conditions or as a way to increase achievement (Syamsul Bahri, 2016). This game aims to put the ball into the opposing goal, without using hands or arms. The team that scored the most goals wins (Huijgen, et al. 2007). According to Agus (2008), football is a sport that plays ball with the feet. The main objective of football game is to create a goal or score as many as possible that must be done in accordance to the rules that has been st. Football game is a group game or team play by using a big ball with standard regulations (Faruq M., 2008). Football is a game in which there are various techniques that should and must be given to young children, as well as a house without a strong foundation then in old age, the house would be fragile (Seno, 2015). The opinion of several sources above concluded that the notion of football is a game that uses the football played by two teams, each consisting with 11 players. During playing the ball, the player is allowed to use the entire body except the hands and arms, only the goalkeeper is allowed to play the ball in the penalty box by using hands.

The importance of the use of technology will certainly help in winning a game or the success of exercise achieved. This statement is supported by Moree, et al. (2014) on the use of technology, particularly in terms of methodology in utilizing video to analyze the characteristics and trends of teams and players. The development of educational technology cannot be separated from the development of technology in general. Various devices and modern educational facilities have support the optimization of the learning process, both at school and in everyday life (Haryoko, 2009), therefore, this study is expected to give great benefit to the advancement of education provision.

This research was conducted in order that there is a renewal of the use of learning media in sport learning. By optimizing the use of technology development which is now being favored by students, therefore, this current study is a new research that has never been studied before. This study is expected to add variety and new insight to the world of education. This study examines about the basic techniques of football games or in relation to the learning media more deeply on the effect of the use of audio visual video media of Youtube and conventional pictures media on the results of remote kick (long pass) exercise of football extracurricular participants of SMP Islam Al-Bisyri Semarang. The purpose was to assess and analyze the effect of the use of learning media.

METHODS

This research applied descriptive quantitative research approaches. The study design used was a survey, which is defined that the results of this study is an overview of the real state of the effect of use of youtube video media and conventional pictures media on the results of remote kick (long pass) exercise learning in SMP Islam Al-Bisyri Semarang.

The data was collected through test and measurement by using instruments test of remote kick (long pass). The population in this study were extracurricular students of SMP Islam Al-Bisyri Semarang with the total number of 30 players. Descriptive research, it is recommended to use a sample size of 10%-20% of the population covered, therefore, 30 students were taken as the sample of this study (Suharsimi, 2002). They were then divided into two groups, they are: the experimental group I and experimental group II (control group). There were 15 students for each group. The sampling technique applied in this study is Purposive Sampling technique. The technique of data analysis was by using two-way ANOVA analysis.

RESULTS AND DISCUSSION

The research was conducted in SMP Islam Al-Bisyri Semarang in the second semester of academic year 2017/ 2018. Based on the result of two ways variance analysis, it can be indicated that there is an interaction between the use of learning media (youtube and conventional pictures) to students who participate in the club and non club on their remote kick (long passing) in the extracurricular participants of football in SMP Islam Al-Bisyri Semarang. It can be seen in the following Figure 1.

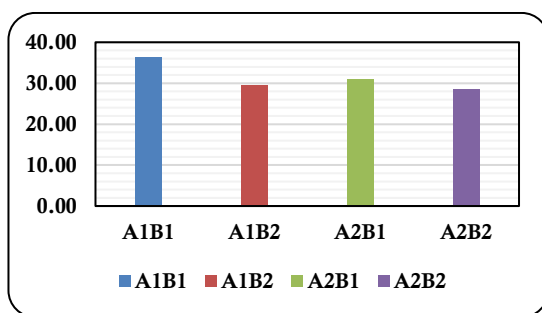


Figure 1. Histogram of The Result of Average Value of Pos-Test of Remote Kick (Long Passing) Exercise at for Each Treatment Group

The first treatment, the sample group of A_1B_1 with A_2B_1 , $Q_{value} = 5.44 > 3.81 =$ different, therefore, it can be concluded that both sample groups had a significant difference of scores. To sum up, group of students participating in the football club by using youtube video give better effect on the results of post-test of remote kick (long passing) exercise of the extracurricular participants of football compared to group of students of non football club by using youtube video of the extracurricular participants of football in SMP Islam Al-Bisyri Semarang.

The second treatment, the sample group of A_1B_1 with A_1B_2 , $Q_{value} = 6.96 > 3.81 =$ different, therefore, it can be concluded that both sample groups had a significant difference of scores. To sum up, group of students participating in football club by using youtube video give better effect on the results of post-test of remote kick (long passing) exercise of the extracurricular participants of football compared to group of students participating in the football club by using

conventional pictures media of the extracurricular participants of football in SMP Islam Al-Bisyri Semarang.

The third treatment, the sample group of A_1B_1 with A_2B_2 , $Q_{value} = 7.799 > 3.81 =$ different, therefore, it can be concluded that both sample groups had a significant difference of scores. To sum up, group of students participating in the football club by using youtube video give better effect on the results of post-test of remote kick (long passing) of the extracurricular participants of football compared to group of students of non football club by using conventional pictures media of the extracurricular participants of football in SMP Islam Al-Bisyri Semarang.

The fourth treatment, the sample group A_1B_2 with A_2B_1 , $Q_{value} = 1.552 < 3.81 =$ there is no different, therefore, so it can be concluded that the two sample groups had no significant difference of scores. To sum up, group of students who are non football club by using youtube video did not give better effect on the results of post-test of remote kick (long passing) exercise of the extracurricular participants of football compared to group of students participating in the football club by using conventional pictures media of the extracurricular participants of football in SMP Islam Al-Bisyri Semarang.

The fifth treatment, the sample group of A_2B_1 with A_2B_2 , $Q_{value} = 2.35 < 3.81 =$ there is no different, therefore, it can be concluded that the two sample groups had no significant difference of scores. To sum up, group of students who are non football club by using youtube video did not give better effect on the results of post-test of remote kick (long passing) exercise of the extracurricular participants of football compared to group of students who are non football club by using conventional pictures of the extracurricular participants of football in SMP Islam Al-Bisyri Semarang.

Sixth treatment, the sample group of A_1B_2 with A_2B_2 , $Q_{value} = 0.83 < 3.81 =$ there is no different, therefore, so it can be concluded that the two sample groups had no significant difference of scores. To sum up, group of students participating in the football club by using conventional pictures media did not give better

effect on the results of post-test of remote kick (long passing) exercise of extracurricular participants of football compared to group of students who are non football club by using conventional pictures of extracurricular participants of football in SMP Islam Al-Bisyri Semarang. To conclude the above results, the group with learning media of youtube video gives better results compared to the group with conventional pictures media either to the students who participate in the football club or those who are non football club.

Based on the first hypothesis, it was found that there is an effect between the group participating in the football club and those who are non-football club on their remote kick (long passing). The group of students who participate in the football club has a better result of remote kick (long Passing) in a football game compared to the group of students who are non club, it can be seen from the average results of students who participate in the football club which obtain the average value of 32.84, whereas students who are non football club obtained an average value of post-test of the results of remote kick (long passing) of 29.71. This indicated that students who participate in the football club obtained better average value of post-test of remote kick (long passing) compared to students who are non club in conducting remote kick (long passing).

The most dominant movement in football game is kicked. By only kicking, the kids are able to play football. The purpose of kicking the ball is passing, shooting on the goal, and sweep (keep the ball away from one team goal) and sweep to thwart an opponent's attack (sweeping). In football game, bait or passing not only be done with a horizontal kick (along the ground) but can also be done by toss the ball toward the target or another targeted player. Students who follow football club will be familiar with the practice of kicking since kicking is a basic technique that must be mastered by a football player, therefore, the remote kick (Long Passing) of students who participate in the football club will be better than those who do not join in the football club.

According to Sucipto, et al. (2000), some basic techniques that need to be mastered by a

football player is kicking, stoping, leading (dribbling), heading, snatching (tackling), throwing into (throwing- in), and keeping the goal (goal keeping). Kicking is the most widely used technique. According to Soekatamsi (1985), a player who does not master the technique of kicking well, then the player is not going to be a good player and a good squad is a squad that all players master the technique of kicking well. Based on the usefulness or benefits of a kick, there are several kinds, among others are: (a) to feed to a friend, (b) to fire the ball toward the goal, to create the winning goal, (c) to clean or sweep the ball in the area of defense directly to front, usually played by defender or backside player, (d) to do all kinds of kicks, especially free kicks, corner kicks, penalty kicks.

Based on the second hypothesis testing, it was found that there is a different effect between students given youtube video media from students learning by using conventional picture media on their remote kick (long passing). The group of students who were learning by using youtube video media has better results of remote kick (Long Passing) in a football game compared to the group of students who received learning by using conventional pictures media. It can be seen from the average value of students who obtained learning by using youtube video media with the average value result of post-test of 33.59, whereas students who acquire learning by using conventional pictures media obtained average value results of post-test of remote kick (long passing) result of 28.96. This results indicated that students who learning by using youtube video media obtained better result of average value of post-test of remote kick (long passing) compared to students who acquire learning by using conventional pictures media. Qualified teachers will provide an innovative learning to support students in improving learning outcomes (Haryono, et al. 2017). One of the innovations of the study is the use of instructional media youtube. Nowadays, in the era of development, online learning media will be more interesting to children and easy to understand. This result is supported by a research conducted by Lestari

(2019) which stated learning media by using a website can help the learning process.

Through the learning of youtube video media, students are given the opportunity to watch a video about the basic techniques of remote kick (long passing) then students are given the opportunity to practice directly as provided on youtube video. By practicing directly corresponds to the youtube video given, then the children will be easier to directly practice the remote kick (long passing). Learning by directly watching the youtube video has made the learning environment condition conducive since students will solve the problem based on the learning experience that they found by watching the youtube video. Discussions that occur among students in the learning causes a more conducive learning atmosphere. Youtube video accompanied with the learning instruction and animation cause a great curiosity of students to learn more about the matter. Curiosity and fun learning is an aspect to create a high learning motivation. This due to the students senses which involved in the learning are not limited to the visual senses, but also the sense of hearing. The more senses involved in the learning, the more information will be obtained, and therefore contributes to the increase of the students' understanding in practicing the remote kick (long passing).

Media graphic/picture is certainly not a new media in learning. During a lesson by paying attention to the presentation of the presenter, presenters often show graphics, pictures or charts to clarify the message that they want to say to the audience. However, the role of this learning media in conveying the message can only be understood limitly through eyes sense. Therefore, in the context of teaching and learning does not require students to use other sensory organs. In contrast to the media graphics and charts, specimens (familiar with the original medium term) and the model can give the impression to the students. Both group of media is three-dimensional so that in its role as a messenger would be more accurate. According to Anam (2009), with a three-dimensional instructional media will increase the power of imagination of

students so that students will be more easily understood and accepted the information presented by the teacher since they know clearly about the matter and not just a wishful image of the student.

Based on the existing research results in line with the theories proposed by Haryoko (2009), audio-visual youtube media device that modern has supported the optimization of the learning process, both at school and in everyday life, therefore, this study has given an impact in SMP Al-Bisyri Semarang. This statement is also supported by Munir (2012) who states that multimedia learning is a means to encourage the learning process optimally.

According to Jim (2017), research results are also expected to raise awareness of the importance of the development of multimedia learning that must be realized by educators, particularly the availability of support of technology such as audio-visual technology of youtube.

CONCLUSION

Based on the results of the study and data analysis that has been done, it can be concluded that there is an effect between students participating in the football club and those who are non-football club in remote kick (long passing) of the extracurricular participants of football in SMP Islam Al-Bisyri Semarang,

Then, by the second conclusion, it can be indicated that there is an effect between the use of youtube and conventional pictures media in the remote kick (long passing) of extracurricular participants of football in SMP Islam Al-Bisyri Semarang.

In addition, from the third conclusion, it can be found that there is an interaction between the use of learning media youtube and conventional pictures media to those who participate in the football club and those who are non club in the remote kick (long passing) of extracurricular participants of football in SMP Islam Al-Bisyri Semarang.

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