

INTISARI

SMK Kesatrian Purwokerto merupakan salah satu sekolah swasta di Kabupaten Banyumas yang berdiri sejak Tahun 1996. Adapun sekolah tersebut beralamat di Jalan Ksatrian No.62, Karangjengkol, Sokanegara, Kecamatan Purwokerto Timur., Kabupaten Banyumas, Jawa Tengah 53115. Sekolah tersebut memiliki beberapa jurusan diantaranya Teknik Kendaraan Ringan Otomotif, Teknik dan Bisnis Sepeda Motor, Teknik Audio Video, Teknik Komputer dan Jaringan, Desain Komunikasi Visual. Berdasarkan hasil wawancara yang telah dilakukan dengan salah satu guru pendidikan jasmani yang bernama Bapak Dias Dwi, pada SMK Kesatrian Purwokerto menuturkan bahwa masalah yang dihadapi saat proses pembelajaran yaitu kurangnya pemahaman siswa pada saat melakukan praktik pembelajaran olahraga bola voli dikarenakan materi yang disampaikan guru hanya berpaku pada buku cetak yang dibagikan saat proses belajar di kelas. Hasil dari penelitian ini berupa aplikasi media pembelajaran game 2D yang dilengkapi dengan gambar, video animasi serta teknik permainan olahraga bola voli sebagai bahan evaluasi belajar siswa. Tujuan dari penelitian ini adalah membangun aplikasi pembelajaran olahraga bola voli 2D berbasis android. Adapun untuk metode pengumpulan data dalam penelitian ini antara lain observasi, wawancara, dokumentasi, dan studi pustaka. Metode pengembangan menggunakan design thinking. Kesimpulan dari pengujian yaitu berupa aspek learnability sebesar 73% % dan aspek memorability sebesar 94 %. Total keseluruhan sebesar 77% yang menunjukkan bahwa hasil analisa data usability test berhasil dan baik dilihat dari skala pengukuran usability testing bahwa Skala 66-85% mendapatkan kualifikasi baik dan hasil yaitu berhasil.

Kata Kunci : Voli, game 2D, design thinking, usability test

ABSTRACT

Purwokerto Kesatrian Vocational School is a private school in Banyumas Regency which was founded in 1996. The school's address is Jalan Ksatrian No. 62, Karangjengkol, Sokanegara, East Purwokerto District, Banyumas Regency, Central Java 53115. The school has several departments including Automotive Light Vehicle Engineering, Motorcycle Engineering and Business, Audio Video Engineering, Computer and Network Engineering, Visual Communication Design. Based on the results of interviews conducted with one of the physical education teachers named Mr. Dias Dwi, at Kesatrian Vocational School, Purwokerto, he said that the problem faced during the learning process was the students' lack of understanding when practicing volleyball because the material presented by the teacher was only based on printed books that were distributed during the learning process in class. The results of this research are 2D game learning media applications equipped with pictures, animated videos and volleyball game techniques as material for evaluating student learning. The aim of this research is to build an Android-based 2D volleyball sports learning application. The data collection methods in this research include observation, interviews, documentation and literature study. The development method uses design thinking. The conclusion from the test is that the learnability aspect is 73% and the memorability aspect is 94%. The overall total was 77%, which shows that the results of the usability test data analysis were successful and good, seen from the usability testing measurement scale, that on a scale of 66-85%, the qualifications were good and the results were successful.

Keywords: Volleyball, 2D games, design thinking, usability tests