

Student Perceptions of Game Variation on Basketball Learning Outcomes

Irwansyah Apriyadi¹, Muhsana El Cintami Lanos², Widya Handyani²

¹SMA Negeri 1 Lubuklinggau, Indonesia, ²Universitas PGRI Palembang, Indonesia

Corresponding author E-mail: irwansyah.2022152053.students@univpgri-palembang.ac.id

Abstract: Learning basketball games is a team game that exists in physical education subjects, basketball games have many basic techniques that students must master. Game variations are a form of various kinds of basketball learning that is fun in various forms of games. The learning process does not all go well, one of the problems that occur during the learning process is either caused by inappropriate learning methods or approaches. The purpose of this study was to determine students' perceptions of game variations on basketball learning outcomes. The population in this study was grade VII students of State Junior High School 1 Lubuklinggau with a sample of 38 students used. Data collection in this study used questionnaires shared through Google forms. Based on the results of the analysis data, it is said that students' perceptions of game variations get a good response, students are happier and more motivated to follow learning if given many game variations. With the perception of (1) Student Interest obtained a score of 81.05% with a very good category, (2) Student Sincerity in basketball learning obtained a score of 83.82% with a very good category, (3) Student needs developed a variety of basketball learning obtained a score of 95.25% with a very good category. Of the total students, they said that they were happy because they were given a variety of games so that the material provided was easy to understand.

Keywords: Basketball, Game Variation, Student Perception

A. Introduction

Education emphasizes providing direct experience to develop competencies so that students are able to explore and understand the environment scientifically, it must be fully supported by appropriate learning (Rahayu et al., 2012). As described by Sarid (2017), education is an ongoing practice that involves a purposefully structured learning process. The primary objective of this process is to achieve goals that are consciously derived from specific notions of what is considered good or valuable. An important and complex human endeavor. It is said to be complex because of the many values and human factors involved in it called learning. It is said to be very important, because learning is an effort to form a good human being. Learning failure can ruin a generation of society. Learning is more often understood in the sense of an activity

that involves coaching children regarding cognitive and psychomotor aspects alone, namely so that children have more knowledge, are more capable of critical, systematic, and objective thinking, and are skilled in doing something, for example skilled in writing, swimming, repairing electronic devices and so on (Abdullah et al., 2023).

Learning is the process of interaction between students and educators and learning resources in a learning environment which includes teachers and students who exchange information (Dandy & Bendersky, 2014). Learning in schools, especially physical education, physical education is an effective and efficient means to increase discipline and a sense of responsibility, creativity and innovation power and develop emotional intelligence (Nurdiyan, 2018). Exploring the relationship between physical education in schools as a site of physical activity practice for students, and understanding how students engage in physical activity that will shape the learning experience as learning stages from complicated to simpler and meaningful in physical education so that students are able to carry out learning well (Parker et al., 2018). As mentioned by García-López and Gutiérrez (2015), sports education holds significant potential in the education of children. However, it is necessary to empirically investigate the impact of this instructional approach.

Physical education subjects in junior high school one of the materials is basketball games according to the existing curriculum and summarizes it on learning big ball games that combine various movements and basic techniques through playing, this research also aims to improve and improve student learning outcomes. Physical education provides opportunities for students to be directly involved in various learning experiences through physical activities, play, and sports that are carried out in a systematic, directed and planned manner (Sesfao, 2018). Engaging in sports education brings a range of advantages. These include heightened commitment to physical education, enhanced learning outcomes within game units, and expanded opportunities for less athletically inclined students (Hastie, 2014). According to (Cârlig & Leuciuc, 2017) explained that there are activities that are applicable in the field are an efficient way to develop and strengthen the quality of movement skills that aim to utilize training conditions in an interesting, fun and challenging way, so that it will provide stimulus to children in performing movement skills perfectly.

Based on the findings of Wang et al. (2019), it is revealed that basketball is experiencing significant growth on a global scale, with particular emphasis on the rapid development of Asian basketball, which is closely linked to the economic advancements in Asia. Basketball is a very complex game, which demands high skills, the sport is a sport that has unique movements and has high motion intensity and requires acceleration and deceleration by changing direction suddenly (Brierizky, 2020). As stated by Jiang et al. (2016), the growth of basketball is influenced by its surrounding environment. By examining basketball activities both domestically and

internationally, it becomes evident that the presence of well-structured basketball programs contributes to its development. Furthermore, basketball serves as a valuable cultural asset and can be evaluated within the framework of cultural significance.

According to Scanlan et al. (2014), basketball is characterized by its high-intensity activity requirements, which are frequently encountered during competitive basketball matches. The dynamic nature of the sport entails players engaging in rapid acceleration, deceleration, and sudden changes in direction. The techniques used in basketball must be well mastered in learning at school, this requires students to be able to make movements well. Good mastery of motion must be based on the right learning methods and strategies using various variations in learning. In learning, teachers are required to be able to provide variations in the form of games so that learning is not boring and can be accepted by students well, so that students will be more active in moving. Variation is a process of change that aims to increase student interest and motivation and reduce boredom in learning (Mulyasa, 2010).

Based on the results of observations and interviews on physical education learning on basketball game material, it is known that the difficulties experienced by students to understand the basic basketball technique material, basketball learning outcomes have an average score of 80, according to the results of interviews and observations with students the variety of games used in each meeting is the same, variations carried out only use games using basic techniques that are not specific, Due to the lack of variety of games in learning so that students feel bored and uninterested, so it can hinder learning activities. The material is not conveyed optimally. An interview conducted with physical education teacher Mrs. Ullya at State Junior High School 1 Lubuklinggau said that there are problems in basketball learning materials due to inadequate facilities and infrastructure so that basketball learning is carried out with a sober ball owned, so that the variety of games given is not varied. From these problems, researchers are interested in providing a form of learning by applying game variations that are more interactive and fun. By providing game variations, researchers want to know perceptions from students' perspectives when given game variations in the learning process. Perception is very influential on students in learning basketball games. With a positive perception, learning will be well received.

B. Methods

This study used a type of qualitative descriptive research sourced from data sources and respondent information using questionnaires. The population in this study was grade VII Junior High School 1 Lubuklinggau with a sample of 38 students. Non-test data collection method using questionnaires. After the data is collected, it is in the form of a questionnaire or questionnaire consisting of 15 question items. Then the

data will be analyzed and described which will then be poured in the form of percentages to find out students' perceptions of the game variations.

C. Results and Discussion

From a sample of 38 students as a whole, it can be seen that the perception of students in State Junior High School 1 Lubuklinggau as a whole can be concluded that the perception of students is very high in participating in sports learning. This is a positive reference for sports learning, with a positive perception from students, every sports learning material will be well received and do not feel any pressure in participating in sports learning. It can be seen that overall, in question (1) Student Interest obtained a score of 95% of the total students who are happy every time they take part in sports learning, about 83.15% of the total students are able to follow basketball learning well, and there are about 65% of the total students feel confident when practicing basic basketball techniques with an average of 81.05% of the very good category. Then for the next question (2) The sincerity of students in basketball learning, showing the data above which states about 90.15% of the total students say they are not lazy every time there is basketball learning, and about 77.5% of the total students say they are serious when participating in basketball learning even though they find it difficult to do so but they still earnestly follow learning until finished with an average score of 83.82%. (3) The needs of students to develop variations in basketball learning obtained a score of 93% of the total students said that they were easily bored if not given a variety of games and 97.50% of the total students said that they were happier and more enthusiastic in learning basketball if given many variations of games with attractiveness and fun with an average score of 95.25%.

Game variations in basketball learning can improve learning outcomes. This has a positive impact because students can master basketball techniques well. Mastery of basic techniques in basketball is needed to make it easier for students when following the learning process (Malik & Rubiana, 2019)

D. Conclusion

Based on the description of the data above, it can be concluded that the perception of students in state junior high school 1 Lubuklinggau towards the variety of basketball learning games is very positive. Because in their opinion, if given a variety of games, it will be easy to understand and practice, learning becomes not boring and very fun, although some of them can't basketball, but with these game variations they can learn to do it easily, and according to the characteristics of students. This can expand the knowledge of basketball, and can improve skills, knowledge, mastery of movements, responsibility and practice teamwork.

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