

Survey of Interest and Motivation in Playing Basketball in Students of SMK Negeri 1 Indralaya Selatan

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Abstract: The problems experienced by students have not been able to maximize achievement in basketball. This study aims to find out how much interest and motivation in playing basketball among students of SMK Negeri 1 Indralaya Selatan in participating in extracurricular basketball activities. This research is a quantitative descriptive study using a survey method. The population in this study were class X students who took part in basketball extracurricular activities at SMK Negeri 1 Indralaya Selatan. The instrument in this study used an attitude scale questionnaire/questionnaire, while the sampling technique was purposive sampling. This research was a study involving 32 students in class X who took part in basketball extracurricular activities. All the required data were obtained using observation, documentation and interview techniques with the help of a set of instruments in the form of a questionnaire which had previously been tried out and declared valid and reliable. The data analysis used in this study is a quantitative descriptive analysis with percentages. The conclusion in this study is that interest in playing basketball at State Vocational School 1 Indralaya Selatan for class X participating in extracurricular basketball is in the medium category with a percentage of 41% for 13 students. The motivation for playing basketball at SMK Negeri 1 Indralaya Selatan for class X who took part in extracurricular basketball was in the high category with a percentage of 38% for 12 students.

Keywords: Basketball, Extracurricular, Interest and Motivation

A. Introduction

Basically, education is a reconstruction of various experiences and events experienced by individuals so that everything new becomes more directed and meaningful (Sutinen, 2008). Adler-Kassner (2014) distinguishes the meaning of the term liberal education from general education. Education is a form of embodiment of human culture that is dynamic and full of development. Education function to develop capabilities and improve the quality of life and human dignity of Indonesia in an effort to realize national goals (Limpo, 2018). Education aims to develop the potential of students to become human beings who believe in and fear God Almighty, have noble

character, are healthy, knowledgeable, capable, creative, independent and become citizens of a democratic and responsible state (Santoso, 2021).

Physical education and sports are one of the fields of science taught in schools. The success or failure of the teaching and learning process of physical education and sports in schools is determined by many factors, both internal and external factors (Siedentop & Van Der Mars, 2022). Physical education and sports are one of the fields of science taught in schools. The success or failure of the teaching and learning process of physical education and sports in schools is determined by many factors, both internal and external factors.

The game of basketball is one of the most popular sports in Indonesia besides football and volleyball (Zainur et al., 2018). Although it does not rank first, the popularity of basketball is still received the attention of the Indonesian people. Physical education is an integral part of education through physical activity that aims to improve individuals organically, neuromuscular, intellectually and emotionally.

Based on the description above, it can be said that physical education is a part of education as a whole whose process uses physical activity or movement as a means of instilling healthy attitudes and habits by utilizing knowledge and experience about health, whether obtained formally through school programs or experiential knowledge. obtained outside of school.

Interest is the most important problem in education, especially when it is associated with one's activities in everyday life. The interest that exists in a person will give an overview of activities to achieve a goal.

In addition, interest is the attitude of a person's soul including the three functions of his soul (cognition, conation, emotion), which are focused on something, and in that connection the element of feeling is the strongest (Ahmadi, 2003). Interest is related to someone's feelings of liking or pleasure towards an object. Interest is basically the acceptance of a relationship between oneself and something outside oneself. According to Sardiman (2006), motivation is a change in energy within a person which is marked by the appearance of "feeling" and is preceded by a response to a goal. According to (Hamalik, 2005), motivation is a change in energy within a person that is characterized by the emergence of "feeling" and is preceded by a response to the presence of a goal. The term motivation refers to factors and processes that drive someone to react in various situations. Motivation is seen as a process. Knowledge of this process will help us to explain the behavior we observe and to predict other behaviors in a person. We determine the character of this process by looking at the clues of its behavior.

Basketball is a game played by 2 teams where each team consists of 5 players. The point of this game is to try to get the ball into the opponent's basket. In playing the ball, players can push the ball, hit the ball with open palms, throw and dribble in all directions in the game arena.

B. Methods

The research method in this study was to use 3 methods, namely questionnaires, observation, documentation with a type of quantitative descriptive research. This study used 32 samples with a purposive sampling data collection technique. This research was conducted at SMK Negeri 1 Indralaya Selatan. The research subjects were elementary school students in class X. The instruments used in product development are questionnaires and questionnaires, and field observations. Questionnaires are used to collect information systematically and directed from experts and resource persons, while questionnaires and field observations are used to determine the level of product feasibility and acceptability.

C. Result and Discussion

Implementation of Learning

Processing of the research data provided by respondents to the statements contained in the questionnaire about interest and motivation in playing basketball in students of SMK Negeri 1 Indralaya Selatan in the form of quantitative data. Quantitative data is data in the form of numbers or numbers. Then the quantitative data is calculated using data analysis presented by adding up and comparing the number of sub-variables and obtaining the percentage of each sub-aspect. Each aspect is compared to one another and the highest percentage is taken as the conclusion for each sample.

Overall, there will be a comparison between the samples which are included in the aspects of recreational interest, social, personal and achievement as well as aspects of intrinsic and extrinsic motivation to be concluded as the total result. The results of these percentages are then interpreted with sentences that are qualitative in nature. This is intended to make it easier to understand the final results in qualifying the research results.

This section will describe the data as a whole and each aspect in terms of the average value, the median value, the value that occurs most often, the standard side or standard deviation, the highest value, the lowest value. and the value range. In addition, this section will describe the data as a whole and each aspect in terms of the average value, the median value, the value that occurs most often, the standard deviation or standard deviation, the highest value, lowest value and range of values.

The research results were obtained from the answers of respondents, from the data collected, it was obtained a score of interest aspects, namely recreational aspects 38%, social aspects 12%, personal aspects 19%, achievement aspects 31% Motivational aspects, namely intrinsic 78% extrinsic 22%.

Table 1. Cronbach Alpha's Interest in Playing Basketball
Reliability Statistics

Cronbach Alpha	N of Items
514	30

Table 2. Cronbach Alpha Motivation for Playing Basketball
Reliability Statistics

Cronbach Alpha	N of Items
688	30

Based on the table above, it shows that the questionnaire of interest and motivation in playing basketball for class X students who take part in the basketball extracurricular at SMK Negeri 1 Indralaya Selatan has Cronbach Alpha values, namely 0.514 and 0.688. The Cronbach Alpha value is greater than 0.4 so that it can be said that this questionnaire is reliable.

Results of data collection

The interest in playing basketball in class X students of South Indralaya State Vocational School 1 who take part in basketball extracurricular activities is in the very high category 0%, 34% high for 11 students, medium by 41% by 13 students, low by 19% by 6 students and very low by 6% by 2 students. The following is a graph illustrating the interest in playing basketball in class X students of SMK Negeri 1 Indralaya Selatan Makassar participating in extracurricular basketball (Blomfield & Barber, 2011).

Table 3. Classification of Percentage Descriptive Analysis

Interest in Basketball Game				
No.	Intervals	Frequency	Percentage %	Category
1	$X \geq 119.06$	0	0%	Very Tall
2	$110.56 \leq 119.06$	11	34%	Tall
3	$102.06 \leq 110.56$	13	41%	Currently
4	$93.56 \leq 102.06$	6	19%	Low
5	$X \leq 93.56$	2	6%	Very low
Amount		32	100%	

So, based on the data above, out of 32 students who have an interest in playing basketball, the X graders of SMK Negeri 1 Indralaya Selatan are taking part in extracurricular basketball. The highest score is in the moderate category of 41% with 13 students. The interest in playing basketball in class X students of SMK Negeri 1 Indralaya Selatan who take part in extracurricular basketball is included in the medium category.

This study aims to find out how much interest and motivation in playing basketball in class X students of SMK Negeri 1 Indralaya Selatan who take part in extracurricular basketball. From the description of the results of the research that has been done about the interest and motivation of class X students of SMK Negeri 1 Indralaya Selatan Makassar who take part in basketball extracurricular activities, the most dominant are in the medium category based on interest and the high category based on motivation, with a mean value of 32 respondents of 106.31 for interest in playing basketball, 105.91 for motivation for playing basketball.

The interest in playing basketball in class X students of SMK Negeri 1 Indralaya Selatan who take part in basketball extracurricular activities is in the very high category 0%, as many as 11 students or 34%, while as many as 13 students or 41%, low as many as 6 students or 19%, and very low 2 students or 6%. For the motivation of playing basketball in class X Kartika XX-1 Makassar Vocational School students who take part in basketball extracurriculars, the category is very high as many as 3 students or 9%, as high as 12 students or 38%, as many as 8 students or 25%, as low as 7 students or 22%, and very low 2 students or 6%.

Based on the results of the study which showed that student motivation was in the high category compared to interest, namely the medium category. However, in reality, as illustrated in the background of the problem, interest and motivation in playing basketball in students of SMK Negeri 1 Indralaya Selatan has not or is still far from optimal. This could be caused by several other factors from outside of interest and motivation including facilities and infrastructure, training programs and trainers. Of the many existing factors, it is reasonable to suspect the cause of the suboptimal basketball extracurricular activities at SMK Negeri 1 Indralaya Selatan. Although the average results show that students' interest and motivation are high. However, when taken in more depth through the factors that influence interest and motivation, it appears or data appears that in terms of interest and motivation, nothing is under the moderate category (Antoni & Fitri, 2022).

D. Conclusion

Based on the results of the research and discussion that has been described, it can be concluded that the interest and motivation of playing basketball in students Class X

of SMK Negeri 1 Indralaya Selatan participating in basketball extracurricular activities as follows: from the results of the study it was concluded that the picture of interest in playing basketball in students of SMK Negeri 1 Indralaya Selatan class X participating in extracurricular basketball activities was in the medium category with a total of 13 students. or 41%. From the results of the study, it was concluded that the description of the motivation of playing basketball in students SMK Negeri 1 Indralaya Selatan class X who participated in the basketball extracurricular was in the high category with a total of 12 students or 38%.

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