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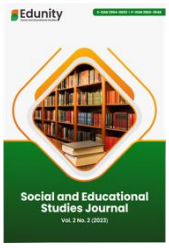

DEVELOPMENT OF A HYBRID LEARNING MODEL WITH INTERACTIVE MULTIMEDIA MATERIALS OF GRADE VII FLOOR GYMNASTICS OF MTsN 1 MALANG CITY

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ABSTRACT

Abstract: The importance of a teacher choosing educational materials that are appropriate to the stage of student development and the conditions of the learning environment so that the learning process runs smoothly. Learning that intends to achieve learning objectives is designed and planned using a framework or pattern called learning media. To arouse students' interest in the learning process can be done by choosing the right learning resources. The purpose of this study was to create and test a hybrid learning tool that would assist teachers in using floor exercise learning materials. Research and Development (R&D) techniques will be used in this research and development process. As the name suggests, the ADDIE Development Research paradigm development media is an involving paradigm. Based on the research findings, interactive multimedia learning media is very helpful for students to apply hybrid learning models because with these media students can see videos independently without depending on teachers or other friends' help

Keywords: Instructional Media; Hybrid Learning; Gymnastics

Introduction

Many aspects of life have changed during the nearly two years of the Covid19 pandemic, including the education landscape. Due to the global COVID-19 pandemic, 2020 saw significant changes in education (H. P. Susanto, 2021). The face-to-face learning system has been replaced by online or online learning in various educational institutions. Online learning or also known as distance learning is a form of teaching that connects students and teachers via the Internet (Kuntarto, 2017). By combining face-to-face and online learning, these teaching materials can be made to meet the evolving needs of teachers (Faiz & Faridah, 2022). Learning that combines or combines face-to-face learning and computer-based learning is called hybrid learning.

The education sector is currently conducting further research by making teaching materials accessible through hybrid learning. Technology changes the educational paradigm through the use of learning media such as distance learning, m-learning,

hybrid learning, and online learning (Mahardika et al., 2021). Because it can be done anytime and anywhere as long as there is an internet connection, online learning does have some advantages, but it does not rule out that e-learning media also has some disadvantages. Deficiencies in e-learning or online learning are corrected and overcome through hybrid learning media. PJOK is a learning that requires investigation to develop hybrid learning.

At all levels of educational institutions, from SD/MI, SMP/MTs to SMA, SMK/MA, PJOK is a mandatory topic. Physical Education for sport and health is a discipline in which body movement serves as the primary teaching and learning tool. For children of school age, physical education is very important. School-age children who participate in physical activity and sports develop, stimulate and enhance the function of afferent sensory pathways so that cognitive processes improve. This activity also supports the development of cognitive functions at the basic, intermediate, processing, choice, and higher levels (intuition), as well as convergent and divergent thinking.

The goals of gymnastics and physical education are considered very complex because they do not only involve physical activity but also require mastery of certain movements. Besides having to move, you also have to understand and analyze your moves and act quickly when playing games. Gymnastics is one of the topics discussed in physical education in schools. Because it requires a broad and fine range of coordination and muscle aptitudes, gymnastics is the mother of all games and sports (Padte & Kadhiravan, 2020)

Interactive multimedia is one of the audio-visual interactive learning resources that may be used in floor gymnastics content. Multimedia that is interactive can incorporate many types of media (Batubara, 2020). The interactive media created is a remedy for female students who dislike print media as a learning medium, making learning more engaging by creating learning media in the form of interactive media (Komara, 2017). (Shahnoza, 2019) claims that interactive multimedia can communicate with students and receive their feedback to motivate them to participate actively in their education.

The created interactive media is a remedy for female pupils who dislike printed materials such as books, The media can also be used by students anywhere and anytime and can be used in the form of a network or outside the network. The contribution of this research is one of the media choices used by schools for floor gymnastics learning materials.

Research Method

The research and development model in this study is a procedural model and is focused on creating a hybrid learning model with interactive multimedia floor exercise content in the form of an application. The development research procedures used were

those recommended by ADDIE. As the name implies, the ADDIE Development Research Model combines five steps or stages in the development of a model: analysis, design, development, implementation, and evaluation.

The type of data used in the research and development of this hybrid learning media

Result And Discussion

Needs Analysis

Retrieval of needs analysis data for class VII studentsMTsN 1 Malang with a total of 30 students is presented in Table 1 below:

Table 1 Data from the Analysis of the Needs of the Questionnaire Instrument for PJOK MTsN 1 Malang Students

No	Aspect	Answer	Number of answers	Percentage (%)
1.	Have you ever received floor exercise material when studying physical education, sports, and health?	a. Once	100	100
		b. Never	0	0
2.	Are you able to follow the teacher's directions in studying floor exercise material during online learning/online?	a. Can	75	75
		b. Enough Can	25	25
		c. Can't	0	0
3	Are you having difficulty following the lesson on floor gymnastics material	a. Can	85	85
		b. No	15	15
4.	Are you able to follow the teacher's directions in studying floor gymnastics material during offline learning/offline?	a. Can	80	80
		b. Enough Can	20	20
		c. Can't	0	0
5.	Do the facilities and infrastructure support mixed learning between daring and luring?	a.Yes, support	40	40
		b. Sufficiently supportive	60	60
		c. Not	0	0

No	Aspect	Answer	Number of answers	Percentage (%)
		supported		
6.	What media does your teacher use in the online learning process/online?	a.Whatsapp Group	10	10
		b.Google Classroom	10	10
		c. E Learning Madrasah	80	80
7.	What media does your teacher use in the offline learning process? offline?	a. Textbook	10	10
		b. UKBM	85	85
		c. Video	5	5
8.	Do you understand the learning model hybrid learning?	a.Yes, got it	90	90
		b. No	10	10
9	Do you agree with the application of the learning model hybrid learning on floor exercises?	a. Yes agree	**80**	**80**
		b. No	20	20
10.	Do you need supporting media such as floor exercise learning videos?	a. Yes, necessary	95	95
		b. No	5	5
11.	Are you able to operate a smartphone/computer for learning needs?	a. Yes, can	95	95
		b. Can't	5	5
12.	Have you ever got an application that can be used independently	a. Of	80	80
		b.Never	20	20
13.	Are interactive applications needed in physical education materials, especially floor exercises?	a. Of	85	85
		b. No need	15	15
14.	Have you ever seen or used an interactive application for floor	a. Yes I have	45 55	45 55

No	Aspect	Answer	Number of answers	Percentage (%)
	exercise material?	b. Never		
15	If an interactive application is developed for floor exercise material, you can follow it	a. Yes, can b. Can't	90 10	90 10

The analysis was carried out in development research to find and determine the basic problems encountered in learning PJOK floor gymnastics material in class VII.

Based on the actual situation, students, especially female students, experienced fear and awkwardness when doing floor exercises. According to survey findings, up to 85% of students have difficulty understanding floor exercise subject matter. In field interviews, students also mentioned that they would find it easier to learn if the teacher presented the material in a fun, interesting, and easy-to-understand style.

Based on the findings of the needs analysis, it is known that interactive multimedia learning materials containing floor exercise content are required for the hybrid learning model. In addition, several factors encourage the creation of interactive multimedia as PJOK floor learning materials (Adi, 2019).

Instructional Media

1. As many as 95% of students stated that they needed supporting media such as floor exercise learning videos
2. As many as 85% of students stated that an interactive application required floor gymnastics material
3. As many as 95% of students said they could operate a smartphone/computer for learning purposes,
4. As many as 45% of students said they had seen or used an interactive application for floor exercise material and 55% of students said they had never
5. As many as 80% of students stated that they had received an application that could be used independently
6. As many as 90% of students stated that they could follow floor exercise material if an interactive application was developed for that material

Learning model

1. Students can follow the teacher's directions in studying floor gymnastics material during online or face-to-face learning
2. Facilities and infrastructure support hybrid learning

3. As many as 90% of students said they understood the learning model of hybrid learning
4. As many as 80% of students agreed with the application of the learning model hybrid learning on floor exercises

This is also supported by the teachers of MTsN 1 Malang who are following the statements of students who are accustomed to offering learning materials both online and offline. If face-to-face learning uses textbooks, UKBM, and videos, online learning uses Whatsapp Group media, Google Classroom, and Madrasah E-Learning.

Product Design

This development product contains 5 components of learning steps in the learning model hybrid learning on floor exercise material for class VII MTsN 1 Malang, namely: 1) Syntax, 2) Social systems, 3) Reaction principles, 4) Support systems, and 5) Instructional systems and the impact of accompaniment models hybrid learning (Hidayat et al., 2020).

The following is a product display of the learning model hybrid learning on floor exercise material for class VII MTsN 1 Malang Malang which is packaged in the form of interactive multimedia

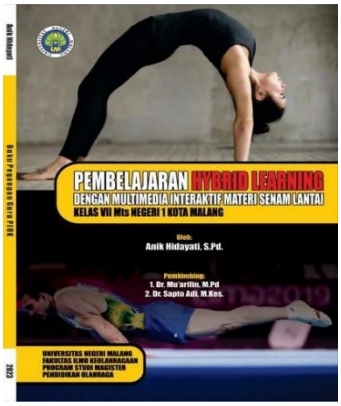

Figure 1 View of the guidebook cover

In the book cover display, the book is specifically intended for MTsN 1 Malang City with simple motion sequence material. For the cover image use a combination of learning hybrid learning with a simple series of floor exercise movements, as well as giving the Malang State University logo on the upper right side and giving the author's name

Picture. 2. display of interactive multimedia applications

In the main view of the application menu, there is writing CLASS VII MATERIALS. So, this application is intended for class VII (seven). Furthermore, at the bottom, there is a display of media content, namely: Competency, Materials, Examples of Movement, Evaluation, and Learning Videos.

Final Product Results

Learning model development products hybrid learning on floor exercise material for class VII MTsN 1 Malang, in the form of interactive media which can be described as follows:

1. Learning interactive media Menu display There is a cover containing the title of the guidebook "Learning Models Hybrid Learning Floor Gymnastic Materials", the UM logo, a combination of images between hybrid learning and the contents of the material, the name of the author, and class level (Saripuddin et al., 2014)
2. There is a table of contents which contains, namely: cover, table of contents, list of pictures, a (a) introduction which contains, namely: (1) the concept of learning, (2) the concept of physical education, (3) the concept of PJOK learning, and (4) the concept hybrid learning, (b) learning model hybrid learning floor gymnastics material which contains: (1) syntax, (2) reaction principles, (3) social system, (4) social system, (5) instructional impact and model accompaniment impact hybrid learning, (c) cover, and bibliography (Suherman, 2018).
3. The introductory section explains the four learning concepts, physical education, PJOK learning, and concept hybrid learning.
4. Learning model section Hybrid learning floor gymnastics material explains the five components of learning steps (Mirdad, 2020).

Sintaks

The Sintaks is a sequence of steps in learning that refers to the levels done by the teacher in using a certain learning model (Mirdad, 2020). The following is the sequence or steps of model learning hybrid learning:

1. Core competency
2. Basic competence and competency achievement indicators

3. Learning objectives
4. Learning materials
5. Learning methods and approaches
6. Media and tools

Learning steps

1. Reaction principle
2. Patterns of teacher activities that describe how teachers should see and treat students
3. Social system
4. The pattern of teacher and student relationships at the time of the learning process
5. Support system
6. All facilities, materials, and tools used to support the implementation of the learning process. In the support system there are teaching materials, namely learning materials (1) forward roll, (2) back roll, (3) round off, and (4) a series of simple motions. Equipped with images and barcodes that can be accessed can be an automatically focused link to youtube.
7. Instructional impact and accompaniment impact
8. Value or learning outcomes achieved related to learning materials.

Conclusion

Teachers have adopted innovations in digital learning that are emerging rapidly. Online education is a type of learning that utilizes computer-based technology. Interactive multimedia containing floor workout material as well as videos, barcodes, and links that allow consumers to open it directly on Android devices is a development product in this R and D project. The validation results of media experts averaged 85.36%, learning experts averaged 95%, and material experts averaged 96.875%, according to research on the development of hybrid learning models with interactive multimedia on floor gymnastics material. Therefore, a hybrid learning model was created for floor gymnastics material at MTsN 1 Malang City

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