ABSTRAK

SAEFUL FAOZI.2022. **PENGEMBANGAN MODEL LATIHAN *PASSING* BERBASIS ANDROID PADA PERMAINAN FUTSAL.** Jurusan Pendidikan Jasmani, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Seiring perkembangan teknologi dibidang pendidikan yang semakin pesat, maka dari itu diperlukan adanya terobosan baru dalam menciptakan media latihan sebagai alternatif siswa untuk mempelajari atau mempermudah mendapatkan informasi. Salah satunya dapat diterapkan pada model latihan passing futsal sebagai upaya peningkatan latihan passing pada permainan futsal diperlukan adanya metode latihan yang bervariasi. Penggunaan teknologi dalam latihan teknik dasar *passing* dapat membentuk atmosfer latihan di mana siswa dapat aktif berpartisipas . Kemudian tujuan penelitian ini untuk mengetahui kelayakan model latihan *passing* berbasis android pada permainan futsal. Penelitian ini dilakukan kepada siswa-siswi SMK Negeri 1 Wanareja tahun ajaran 2022/2023. Metode penelitian yang digunakan adalah *research and development* dengan mengacu pada *Borg & Gall* dalam Sugiyono yang diadaptasi menjadi 7 langkah. Uji coba kelompok kecil dilakukan terhadap 10 responden, uji coba kelompok besar dengan 30 responden. Hasil data yang diperoleh adalah deskriptif kuantitatif dan kualitatif. Data kuantitatif diperoleh dari hasil angket yang berupa angka. Hasil penelitian menunjukan bahwa pengembangan media aplikasi pengembangan model latihan *passing* berbasis aplikasi android pada permaianan futsal berdasarkan uji validasi ahli materi, validasi ahli media, ujicoba kelompok kecil dan uji coba kelompok besar dapat dinyatakan sangat layak digunakan bagi siswa yang bermanfaat sebagai media latihan.

Kata Kunci: Android, Passing, Futsal

ABSTRACT

SAEFUL FAOZI. 2022. **DEVELOPMENT OF PASSING TRAINING MODEL BASED ON ANDROID FUTSAL GAME***. Department of Physical Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.*

Along with the rapid development of technology in the field of education, therefore there is a need for a new breakthrough in creating training media as an alternative for students to learn or make it easier to get information. One of them can be applied to the futsal passing training model as an effort to improve passing training in the futsal game, it is necessary to have a variety of training methods. The use of technology in basic passing technique exercises can form a training atmosphere in which students can actively participate. Then the purpose of this study was to determine the feasibility of the Android-based passing practice model in the futsal game. This research was conducted on students of SMK Negeri 1 Wanareja for the academic year 2022/2023. The research method used is research and development with reference to Borg & Gall in Sugiyono which was adapted into 7 steps. Small group trials were conducted on 10 respondents, large group trials with 30 respondents. The results of the data obtained are descriptive quantitative and qualitative. Quantitative data obtained from the results of a questionnaire in the form of numbers. The results showed that the development of media application development of passing practice models based on android applications in futsal games based on material expert validation tests, media expert validation, small group trials and large group trials can be declared very suitable for use for students who are useful as training media.

Keywords: Android, Passing, Futsal