

ABSTRAK

MOHAMAD DZIKY AZKIA 2025. **Upaya Meningkatkan Hasil Belajar *Dribbling* Permainan Sepak Bola Melalui Model Pembelajaran *Problem Based Learning* Berbasis ICT Pada Siswa Kelas VIII H SMPN 5 Tasikmalaya.** Jurusan Pendidikan Jasmani. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi, Tasikmalaya.

Di kelas VIII H SMP Negeri 5 Tasikmalaya, menunjukkan bahwa masih banyak peserta didik yang belum memenuhi KTTP. Dari 32 siswa, hanya 6 siswa atau 18,75 % sudah mencapai ketuntasan melakukan *dribbling* sepakbola. Sementara itu, 26 siswa atau 81,25 % belum mencapai ketuntasan dalam melakukan teknik dasar *dribbling* sepak bola. Tujuan penelitian ini untuk mengetahui penggunaan model pembelajaran *problem based learning* berbasis ICT dapat meningkatkan hasil belajar *dribbling* permainan sepak bola pada peserta didik kelas VIII H SMPN 5 Kota Tasikmalaya. Penelitian ini menggunakan model Penelitian Tindakan Kelas (PTK) dilakukan 2 siklus. Subjek penelitian siswa kelas VIII H SMPN 5 Tasikmalaya jumlah laki-laki 13 dan perempuan 19 siswa, objek penelitian ini adalah proses pembelajaran *dribbling* permainan sepak bola melalui penerapan model pembelajaran *problem based learning* berbasis ICT. Instrumen penelitian menerapkan tes observasi dan tes unjuk kerja menggunakan rubrik penilaian yang terdapat pada Modul ajar dimaksudkan untuk mengetahui nilai proses. Hasil penelitian menunjukkan terdapat peningkatan hasil belajar *dribbling* permainan sepak bola melalui model pembelajaran *problem based learning* berbasis ICT pada siswa kelas VIII H SMPN 5 Tasikmalaya, hasil belajar peserta didik sebelum dilakukannya tindakan nilai rata-rata adalah 55,18 dengan ketuntasan 18,75%. Sedangkan pada pelaksanaan siklus I nilai rata-ratanya adalah 70,74 dengan ketuntasan 40,62%. Dan pada siklus II terjadi peningkatan nilai rata-rata 87,1 dengan ketuntasan 87,78%. Dapat disimpulkan bahwa proses pembelajaran melalui model pembelajaran *problem based learning* berbasis ICT terbukti dapat meningkatkan hasil belajar *dribbling* permainan sepak bola di Kelas VIII H SMPN 5 Tasikmalaya.

Kata kunci: Hasil Belajar, *Problem Based Learning*, ICT, *dribbling*, Sepak Bola

ABSTRACT

MOHAMAD DZIKY AZKIA 2025. *Efforts to Improve Learning Outcomes of Dribbling Football Games Through ICT-Based Problem Based Learning Models for Grade VIII H Students of SMPN 5 Tasikmalaya.* Department of Physical Education. Faculty of Teacher Training and Education. Siliwangi University, Tasikmalaya.

In class VIII H of SMP Negeri 5 Tasikmalaya, it shows that there are still many students who have not met the KTTP. Of the 32 students, only 6 students or 18.75% have achieved the requirements for dribbling football. Meanwhile, 26 students or 81.25% have not achieved completion in performing basic football dribbling techniques. The purpose of this study was to determine the use of ICT-based problem based learning models to improve the learning outcomes of dribbling football games in class VIII H students of SMPN 5 Tasikmalaya City. This study used the Classroom Action Research (CAR) model conducted in 2 cycles. The subjects of the study were 13 male and 19 female students of class VIII H SMPN 5 Tasikmalaya, the object of this study was the process of learning to dribbling football games through the application of ICT-based problem based learning models. The research instrument applied observation tests and performance tests using the assessment rubric contained in the Teaching Module intended to determine the value of the process. The results of the study showed that there was an increase in the learning outcomes of dribbling soccer games through the ICT-based problem based learning model in class VIII H SMPN 5 Tasikmalaya students, the learning outcomes of students before the action were carried out the average value was 55.18 with a completeness of 18.75%. While in the implementation of cycle I the average value was 70.74 with a completeness of 40.62%. And in cycle II there was an increase in the average value of 87.1 with a completeness of 87.78%. It can be concluded that the learning process through the ICT-based problem based learning model has been proven to improve the learning outcomes of dribbling soccer games in Class VIII H SMPN 5 Tasikmalaya.

Keywords: Learning Outcomes, Problem Based Learning, ICT, dribbling, Football