

**PENGARUH MODIFIKASI PEMBELAJARAN DALAM AKTIVITAS
PERMAINAN BOLAVOLI DI SMP SUMATRA 40 BANDUNG**

Adi Ichsan Ali

NIM 1301677

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui apakah modifikasi pembelajaran melalui pendekatan bermain berpengaruh secara signifikan terhadap hasil belajar permainan bolavoli pada siswa kelas VII SMP Sumatra 40 Bandung. Metode yang digunakan adalah penelitian eksperimen. Desain yang digunakan *Pretest-Posttest Control Group Design*. Populasi yang digunakan adalah siswa kelas VII di SMP Sumatra 40 Bandung dengan berjumlah 196 siswa, sedangkan sampel berjumlah 36 siswa, dipilih menggunakan teknik pengambilan sampel *simple random sampling*. Instrumen penelitian menggunakan GPAI (*Game Performance Assesment*). Berdasarkan pengolahan dan analisis data, diperoleh hasil pendekatan bermain dengan rata-rata 2,06 dan simpangan baku 1,35 sedangkan pendekatan konvensional memiliki rata-rata 0,39 dan simpangan baku 0,50. Setelah diolah menggunakan uji t didapat $t_{hitung} 3,884 > t_{tabel} 2,032$, artinya H_0 ditolak. Jadi dapat disimpulkan bahwa modifikasi pembelajaran melalui pendekatan bermain berpengaruh secara signifikan terhadap hasil belajar permainan bolavoli pada siswa kelas VII SMP Sumatra 40 Bandung.

Kata kunci: Modifikasi Pembelajaran dan Hasil Belajar Bermain Bolavoli

THE INFLUENCE OF LEARNING MODIFICATION IN PLAYING VOLLEYBALL ACTIVITY AT SMP SUMATRA 40 BANDUNG

Adi Ichsan Ali

NIM 1301677

ABSTRACT

The objective of this research was to find out whether the learning modification through playing approach influenced significantly toward the result of playing volleyball learning at seventh grade students SMP Sumatra 40 Bandung. The method that's used is experiment research. The design that's used is Pretest-Posttest Control Group Design. There are 196 students grade VII SMP Sumatra 40 Bandung as population, meanwhile the sample is 36 students, it was chosen by a technique called simple random sampling. The instrument research used GPAI (Game Performance Assesment). Based on data analysis, has gotten the result of playing approach with 2,06 as its average and 1,35 as standard deviation meanwhile conventional approach has 0,39 as its average and 0,50 as standard deviation. After measuring by t test, it gets t count $3,884 > t_{tabel} 2,032$ means H_0 is rejected. It could be concluded that the learning modification through playing approach influenced significantly toward the result of playing volleyball learning at seventh grade students VII SMP Sumatra 40 Bandung.

Keywords: Learning Modification and Learning Result of Playing Volleyball.