

**PENGARUH PENGGUNAAN MEDIA PEMBELAJARAN *DIGITAL GAME*  
*BASED LEARNING* TEHADAP MOTIVASI BELAJAR DAN  
KETERAMPILAN GERAK DASAR *SHOOTING* BOLA BASKET**

**TESIS**

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**PENGARUH PENGGUNAAN MEDIA PEMBELAJARAN  
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BELAJAR DAN KETERAMPILAN GERAK DASAR  
*SHOOTING BOLA BASKET***

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**Abstrak**

Tujuan dari penelitian ini adalah untuk mengetahui pengaruh dari media pembelajaran *digital game based learning* (DGBL) terhadap motivasi belajar dan keterampilan gerak dasar *shooting* bola basket siswa kelas XI SMAN 1 Cianjur. Metode penelitian yang digunakan dalam penelitian ini adalah *Eksperimen* dengan menggunakan desain *The Randomized Pretest-Posttest Control Group Design*. Populasi penelitian yang digunakan adalah siswa siswi dari SMAN 1 Cianjur, dengan sampel menggunakan *purposive Sampling*, yang diambil dua kelas secara acak. Instrumen yang digunakan adalah instrument *Sport Motivation Scale* (SMS-II) yang dikembangkan oleh Pelletier, dkk (2013) yang bertujuan untuk motivasi belajar dan *basketball shooting accuracy test* (Pojski & Preliminary, 2010) untuk keterampilan gerak dasar *shooting* bola basket. Dari penelitian ini dapat disimpulkan bahwa terdapat pengaruh positif pada motivasi belajar siswa dan tidak terdapat pengaruh pada keterampilan gerak dasar *shooting* bola basket pada penggunaan media pembelajaran *digital game based learning*.

Kata kunci : *digital game based learning*, motivasi, *shooting basketball*

***THE EFFECT OF USING DIGITAL GAME BASED LEARNING  
LEARNING MEDIA ON LEARNING MOTIVATION AND BASIC  
MOVEMENT SKILL SHOOTING BASKETBALL***

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**Abstract**

*The purpose of this study was to determine the effect of digital game based learning (DGBL) learning media on learning motivation and basic motion skills in basketball shooting for grade XI students of SMAN 1 Cianjur. The research method used in this study was an experiment using the Randomized Pretest-Posttest Control Group Design. The study population used was students from SMAN 1 Cianjur, with samples using purposive sampling, which were taken two classes randomly. The instrument used was an instrument developed by Pelletier, et al (2013) aimed at learning motivation and basketball shooting accuracy tests (Pojski & Preliminary, 2010) for basic basketball shooting skills. From this study it can be concluded that there is a positive influence on student motivation and there is no influence on the basic motion skills of shooting basketball on the use of digital learning media based learning games*

**Keyword** : *digital games based learning, motivation, shooting basketball*

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