

**PENGARUH PEMBERIAN UMPAN BALIK PEMBELAJARAN DAN
KECERDASAN INTELEKTUAL TERHADAP PENGUASAAN
KETERAMPILAN BERMAIN BOLA BASKET**

TESIS

diajukan untuk memenuhi syarat memperoleh gelar Magister
Pendidikan di Jurusan Pendidikan Olahraga



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UNIVERSITAS PENDIDIKAN INDONESIA**

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Pengaruh Pemberian Umpan Balik Pembelajaran Dan Kecerdasan Intelektual Terhadap Penguasaan Keterampilan Bermain Bola Basket

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Sebuah Tesis yang diajukan untuk memenuhi salah satu syarat memperoleh gelar Magister Pendidikan (M.Pd.) pada Fakultas Pendidikan Olahraga

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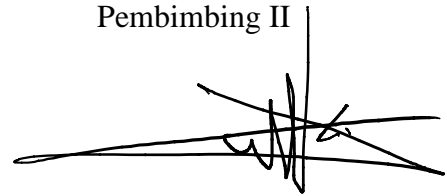
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ABSTRAK

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Perencanaan dalam pendidikan jasmani adalah kompetensi penting bagi guru pra- jabatan yang sedang berkembang di seluruh program universitas. Dapat diketahui bahwa umpan balik membantu guru untuk menyadari tindakan mereka dalam mengajar. Efektivitas dalam kelas pendidikan jasmani lebih baik dapat dicapai dengan peningkatan penggunaan waktu dan orientasi intruksi yang benar oleh guru (Viciano, Fdez-revelles, Zabala, & Requ, 2013). Penelitian ini bertujuan untuk mengetahui pengaruh umpan balik melalui aplikasi android dengan media pembelajaran video *kinematic* dan video *slow motion*, dan untuk mengetahui adakah hubungan tingkat kecerdasan dengan penguasaan teknik dasar bola basket. Pengambilan sampel menggunakan teknik *purposive sampling* pada siswa SMP Nasional Bandung sebanyak 72 orang. Berdasarkan hasil analisis data menunjukkan bahwa terdapat perbedaan pengaruh yang signifikan dengan melalui pembelajaran umpan balik. Pembelajaran umpan balik lebih baik menggunakan media video *slow motion* dengan tingkat kecerdasan tinggi di bandingkan menggunakan media *kinematic* dengan hasil rata-rata kelompok *slow motion* sebesar 22,44 dan kelompok *kinematic* sebesar 17,44. Pembelajaran umpan balik dengan tingkat kecerdasan rendah lebih baik menggunakan pembelajaran media *kinematic* di bandingkan media pembelajaran *slow motion* dengan hasil rata-rata kelompok *kinematic* sebesar 22 dan kelompok *slow motion* sebesar 14. Dengan adanya penggunaan media pembelajaran yang tepat yang sesuai dengan kemampuan siswa dikelas maka akan mampu meningkatkan hasil belajar siswa.

***Kata Kunci: Kinematic Feedback, Slow Motion Feedback, Tingkat Kecerdasan,
Penguasaan Keterampilan Bola Basket***

ABSTRACT

THE INFLUENCE OF GIVING LEARNING FEEDBACK AND INTELLECTUAL INTELLIGENCE ON THE MASTERY OF PLAYING BASKETBALL SKILLS

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Planning in physical education is an important competency for pre-service teachers that is being developed throughout the university program. Being able to know about feedback helps teachers to realize their actions in teaching. Effectiveness in physical education classes can be better achieved by increasing the use of time and optimizing correct instruction by teachers (Viciano, Fdez-revelles, Zabala, & Requ, 2013). This study aims to learn how to reverse Android applications with kinematic video learning media and slow motion video, and to learn whether there is a relationship between intelligence level and mastery of basic basketball techniques. Sampling used a purposive sampling technique for 72 Bandung National Junior High School students. Based on the results of the data analysis, it shows that there are significant differences in the effect through feedback learning. Feedback learning is better to use slow motion video media with a high level of intelligence than using kinematic media with an average result of the slow motion group of 22.44 and the kinematic group of 17.44. Feedback learning with a low intelligence level is better at using kinematic media learning compared to slow motion learning media with the average result of the kinematic group of 22 and the slow motion group of 14. With the use of appropriate learning media that is in accordance with the abilities of students in the class it will be able to improve student learning outcomes.

Keywords: Kinematic Feedback, Slow Motion Feedback, Level of intelligence, skills of basketball

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