

**PENGARUH *FEEDBACK* DAN *INTELLIGENCE QUOTIENT*
(*IQ*) TERHADAP KETERAMPILAN BERMAIN SEPAKBOLA**

TESIS

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TERHADAP KETERAMPILAN BERMAIN SEPAKBOLA**

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ABSTRAK

Tujuan dari penelitian ini adalah untuk mengetahui pengaruh *feedback* (umpan balik) dan *intelligence quotient (IQ)* terhadap keterampilan bermain sepakbola siswa/atlet. Metode dalam penelitian adalah eksperimen dengan desain faktorial design 2 x 2. Penelitian dilaksanakan di Akademi Sepakbola PERSES Sumedang dengan sampel berjumlah 40 siswa/atlet, 20 siswa/atlet diberikan *feedback* dengan *video feedback (VFB)* dan 20 siswa/atlet sebagai kelompok kontrol. Instrumen untuk mengukur keterampilan bermain sepakbola menggunakan *Game Performance Assessment Instrument (GPAI)*. Hasil penelitian menunjukkan bahwa kelas eksperimen memiliki keterampilan bermain sepakbola yang lebih signifikan setelah diberi perlakuan *feedback* dengan *video feedback (VFB)* dalam pembelajaran/pelatihan sepakbola daripada kelas kontrol. Aktivitas pembelajaran/pelatihan sepakbola dengan menggunakan *video feedback (VFB)* merupakan salah satu strategi pelatih olahraga dan guru pendidikan jasmani dalam rangka pemanfaatan teknologi untuk meningkatkan proses pelatihan/pembelajaran, meningkatkan kompetensi, meningkatkan keterampilan bermain, dan eksplorasi dalam kegiatan fisik motorik. Penelitian selanjutnya diharapkan dapat menggunakan umpan balik video (*VFB*) dalam rangka perolehan keterampilan teknik, taktik dan strategi bermain sepakbola yang lebih spesifik dengan pengelompokan usia siswa/atlet.

Kata kunci: *feedback*, sepakbola, *intelligence quotient*, pembelajaran/pelatihan, video.

THE EFFECT OF FEEDBACK AND INTELLIGENCE QUOTIENT (IQ) ON FOOTBALL PLAYING SKILLS

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ABSTRACT

The purpose of this study was to determine the effect of feedback and intelligence quotient (IQ) on students'/athletes' soccer playing skills. The method in this research is an experiment with a 2 x 2 factorial design. The research was conducted at the Soccer Academy PERSES Sumedang with a sample of 40 students'/athletes, 20 students'/athletes were given feedback with video feedback (VFB) and 20 students'/athletes as a control group. The instrument for measuring soccer playing skills uses the Game Performance Assessment Instrument (GPAI). The results showed that the experimental class had significantly more soccer playing skills after being given feedback treatment with video feedback (VFB) in football learning/training than the control class. Football learning/training activities using video feedback (VFB) are one of the strategies of sports coaches and physical education teachers in the context of utilizing technology to improve the training/learning process, increase competence, improve playing skills, and explore physical motor activities. Future research is expected to be able to use video feedback (VFB) in order to acquire more specific technical skills, tactics and strategies for playing football with the age grouping of students'/athletes.

Keywords: feedback, football, intelligence quotient, learning/training, video.

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