

***ONLINE WORKOUT CLASS: SPORT MOTIVATION & SPORT
EXPERIENCE***

(Studi pada Program “Home Sweat Home” Celebrity Fitness Indonesia)

SKRIPSI

Diajukan sebagai Syarat Memeroleh Gelar Sarjana Pariwisata
pada Program Studi Manajemen Pemasaran Pariwisata



Oleh
Ajeng Okviyana Wati
1700699

**PROGRAM STUDI MANAJEMEN PEMASARAN PARIWISATA
FAKULTAS ILMU PENDIDIKAN PENGETAHUAN SOSIAL
UNIVERSITAS PENDIDIKAN INDONESIA
2021**

LEMBAR HAK CIPTA

ONLINE WORKOUT CLASS: SPORT MOTIVATION & SPORT EXPERIENCE

(Studi pada Program “*Home Sweat Home*” *Celebrity Fitness Indonesia*)

Oleh
Ajeng Okviyana Wati
1700699

Sebuah skripsi yang diajukan untuk memenuhi syarat memperoleh gelar Sarjana Pariwisata pada Program Studi Manajemen Pemasaran Pariwisata Fakultas Pendidikan Ilmu Pengetahuan Sosial Universitas Pendidikan Indonesia

© Ajeng Okviyana Wati, 2021
Universitas Pendidikan Indonesia
Juni 2021

Hak cipta dilindungi Undang-Undang.
Skripsi ini tidak boleh diperbanyak seluruhnya atau sebagian,
Dengan dicetak ulang, difotokopi, atau cara lainnya tanpa izin dari peneliti.

LEMBAR PENGESAHAN

ONLINE WORKOUT CLASS: SPORT MOTIVATION & SPORT EXPERIENCE

(Studi pada Program “Home Sweat Home” *Celebrity Fitness Indonesia*)

Skripsi ini disetujui dan disahkan oleh:

Pembimbing II



Titing Kartika, S.Pd.,MM,Par.,MBA
NIDN. 0420108104

Pembimbing I



Dr.Rini Andari, S.Pd.,SE.Par.,MM
NIP. 19810916 200812 2 002

**Mengetahui,
Ketua Program Studi
Manajemen Pemasaran Pariwisata**



Yeni Yuniawati, S.Pd., MM
NIP. 19810608 200604 2 001

**Tanggung Jawab Yuridis
Ada Pada Peneliti,**



Ajeng Okviyana Wati
NIM. 1700699

SURAT PERNYATAAN

Dengan ini saya menyatakan bahwa skripsi yang berjudul “*Online Workout Class: Sport Motivation & Sport Experience Partisipan*” beserta meliputi seluruh isinya adalah benar karya milik saya sendiri. Saya tidak melakukan penjiplakan atau pengutipan dengan cara yang tidak sesuai dengan etika ilmu yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini, saya siap menanggung risiko/sanksi apabila di kemudian hari ditemukan adanya pelanggaran etika keilmuan atau ada klaim dari pihak lain terhadap keaslian karya saya ini.

Bandung, 1 Juni 2021
Yang Membuat Pernyataan



Ajeng Okviana Wati
NIM. 1700699

ABSTRAK

Ajeng Okviyana Wati, 1700699, “Online Workout Class: Sport Motivation & Sport Experience (Studi pada Program “*Home Sweat Home*” *Celebrity Fitness Indonesia*) di bawah bimbingan Rini Andari, S.Pd.,SE.Par.,MM dan Titing Kartika, S.Pd.,MM,Par.,MBA.

“*Home Sweat Home*” adalah suatu program olahraga berbasis daring yang diadakan oleh pusat kebugaran *Celebrity Fitness Indonesia*. Program olahraga ini merupakan realisasi dari munculnya fenomena *Online Workout Class* di masa pandemi *COVID-19*. Penelitian ini bertujuan untuk menggali program *Online Workout Class* dari segi motivasi, pemaknaan dan pengalaman partisipan program “*Home Sweat Home*”. Metode yang digunakan dalam penelitian ini adalah kualitatif fenomenologi dan menggunakan teknik wawancara sebagai metode pengambilan data. Informan dalam penelitian ini adalah partisipan program “*Home Sweat Home*” dan berasal dari latar belakang yang berbeda-beda. Analisis data yang digunakan adalah dengan menggunakan teknik *coding* dan deskripsi kualitatif. Berdasarkan pengolahan data, didapatkan hasil berupa munculnya motivasi internal dan eksternal, pemaknaan *Online Workout Class* dan pengalaman dari partisipan program ‘*Home Sweat Home*’ *Celebrity Fitness Indonesia*.

Kata Kunci: *Online Workout Class*, Motivasi Partisipan, Pengalaman Partisipan, “*Home Sweat Home*” *Celebrity Fitness Indonesia*

ABSTRACT

Ajeng Okviyana Wati, 1700699, "Online Workout Class: Sport Motivation & Sport Experience (Study on Program "Home Sweat Home" Celebrity Fitness Indonesia) under the guidance Rini Andari, S.Pd.,SE.Par.,MM and Titing Kartika, S.Pd.,MM,Par.,MBA.

"Home Sweat Home" is an online-based exercise program organized by Celebrity Fitness Indonesia fitness center. This sports program is a realization of the Online Workout Class phenomenon during the COVID-19 pandemic. This study aims to explore the program of Online Workout Class in terms of motivation, meaning and experience of participants in the "Home Sweat Home" program. The method that used in this study is qualitative phenomenology and uses interview techniques as a data collection method. Informants in this study were participants in the "Home Sweat Home" program and came from different backgrounds. Analysis of the data used is a coding technique and qualitative description. Based on data processing, the results obtained in the form of the emergence of internal and external motivation, the meaning of Online Workout Class and the experiences of the participants of the Celebrity Fitness Indonesia 'Home Sweat Home' program.

Keywords: *Online Workout Class, Motivation of Participants, Experience of Participants, "Home Sweat Home" Celebrity Fitness Indonesia*

KATA PENGANTAR

Segala puji bagi Allah SWT yang telah memberikan rahmat dan karuniaNya kepada peneliti, sehingga peneliti dapat menyelesaikan skripsi yang berjudul “*Online Workout Class: Sport Motivation & Sport Experience* (Studi pada Program “*Home Sweat Home*” *Celebrity Fitness Indonesia*) dengan baik. Salawat serta salam senantiasa tercurah limpahkan kepada Rasulullah SAW yang mengantarkan umat manusia menuju zaman yang dirahmatiNya.

Penelitian ini bertujuan untuk menggali program *Online Workout Class* dari segi motivasi partisipan, pemaknaan *Online Workout Class* dan pengalaman partisipan program “*Home Sweat Home*” *Celebrity Fitness Indonesia*. Peneliti menyadari bahwa penelitian ini masih terdapat kekurangan. Maka dari itu, peneliti memberikan keleluasaan kepada pembaca untuk memberikan saran dan kritik yang membangun demi kesempurnaan skripsi ini. Semoga karya ilmiah ini dapat memberikan manfaat bagi pengembangan ilmu manajemen pemasaran pariwisata khususnya dalam penelitian *Online Workout Class*.

Bandung, 1 Juni 2021

Peneliti,
Ajeng Okviyana Wati

UCAPAN TERIMA KASIH

Atas berkat dan karunia dari Allah SWT. peneliti dapat menyelesaikan skripsi ini. Tentunya proses penyusunan skripsi ini tidak terlepas dari bantuan dan dukungan dari berbagai pihak. Oleh karena itu, peneliti ingin mengucapkan rasa terima kasih yang sebesar-besarnya kepada:

1. Rektor Universitas Pendidikan Indonesia, Bapak Prof. Dr. H. M. Solehuddin, M.Pd., MA.
2. Dewan Kehormatan (Dekan) Fakultas Pendidikan Ilmu Pengetahuan Sosial, Bapak Dr. Agus Mulyana M. Hum.
3. Ketua Program Studi Manajemen Pemasaran Pariwisata, Ibu Yeni Yuniawati, S.Pd., M.M.
4. Dosen Pembimbing Utama, Ibu Rini Andari, S.Pd.,SE.Par.,MM. yang telah senantiasa memberikan semangat serta informasi penting terkait skripsi kepada peneliti sehingga peneliti dapat menyelesaikan skripsi.
5. Dosen Pembimbing Pendamping, Ibu Titing Kartika, S.Pd.,MM,Par.,MBA. Yang telah sabar dan memberikan perhatiannya kepada peneliti sekaligus progres skripsi peneliti.
6. Dosen Pembimbing Akademik, Ibu Heri Puspito Diyah Setiyorini, M.M. yang senantiasa membimbing dalam hal urusan akademik peneliti.
7. Dosen Konsentrasi Wisata Olahraga (*Sport Tourism*), Bapak Oce Ridwanudin, SE., M.M., dan Ibu Dr. Vanessa Gaffar, S.E., Ak., MBA. atas ilmu wisata olahraga yang diberikan selama masa perkuliahan.
8. Seluruh Dosen dan staf administrasi Program Studi Manajemen Pemasaran Pariwisata yang telah membimbing dan memberikan ilmu yang sangat bermanfaat kepada peneliti selama perkuliahan.
9. Keluarga besar peneliti terutama Ayah, Ibu dan adik yang selalu mendoakan serta mendukung peneliti dalam menyelesaikan skripsi dan perkuliahan secara lahir dan batin.
10. Teman-teman Manajemen Pemasaran Pariwisata angkatan 2017 yang senantiasa saling mendukung dalam perkuliahan.

11. Keluarga Cendana yang senantiasa menemani dan memberikan semangat kepada peneliti ketika masa perkuliahan.
12. Semua pihak yang tidak dapat disebutkan satu-persatu yang turut serta membantu peneliti dalam menyelesaikan perkuliahan dan skripsi.
13. Dan terakhir, terima kasih kepada diri saya sendiri yang senantiasa berusaha dan berjuang sampai akhirnya skripsi ini dapat selesai. Proses pengerjaan ini penuh dengan makna.

Bandung, 1 Juni 2021

Peneliti,
Ajeng Okviyana Wati

DAFTAR ISI

LEMBAR HAK CIPTA	i
LEMBAR PENGESAHAN	ii
SURAT PERNYATAAN.....	iii
ABSTRAK.....	iv
ABSTRACT	v
KATA PENGANTAR.....	vi
UCAPAN TERIMA KASIH.....	vii
DAFTAR ISI	ix
DAFTAR TABEL	xii
DAFTAR GAMBAR	xiii
BAB I.....	1
PENDAHULUAN	1
1.1 Latar Belakang Penelitian.....	1
1.2 Rumusan masalah	5
1.3 Tujuan Penelitian.....	5
1.4 Manfaat Penelitian	6
BAB II.....	7
KAJIAN PUSTAKA DAN KERANGKA PEMIKIRAN.....	7
2.1 Kajian Pustaka.....	7
2.1.1 Konsep Pusat Kebugaran dalam Wisata Olahraga	7
2.1.2 Definisi <i>Online Workout Class</i>	8
2.1.3 Konsep <i>Sport Motivation</i>	9
2.1.3.1 Definisi <i>Sport Motivation</i>	9
2.1.4 Konsep <i>Sport Experience</i>	11
2.1.4.1 Definisi <i>Sport Experience</i>	11
2.1.5 Penelitian Terdahulu.....	13
2.2 Kerangka Pemikiran	15
BAB III.....	18
METODOLOGI PENELITIAN	18
3.1 Desain Penelitian.....	18
3.2 Metode Penelitian.....	18
3.2.1 Jenis Penelitian dan Metode yang Digunakan.....	18
3.2.2 Jenis dan Sumber Data.....	20

3.3 Sampel dan Teknik Sampel.....	21
3.3.1 Sampel.....	21
3.3.3 Teknik Sampel.....	21
3.4 Teknik Pengumpulan Data.....	24
3.4 Teknik Analisis Data.....	28
3.5 Teknik Validasi Data Penelitian.....	29
BAB IV	33
TEMUAN DAN PEMBAHASAN	33
4.1 Refleksi Pelaksanaan Prosedur Penelitian	33
4.1.1 Pembuatan dan Penyebaran Angket Penelitian	33
4.1.2 Pemilihan Informan Penelitian	34
4.1.3 Tahap Wawancara Informan Penelitian.....	35
4.1.3.1 Informan 1.....	35
4.1.3.2 Informan 2.....	36
4.1.3.3 Informan 3.....	36
4.1.4 Tahap <i>Member Checking</i> oleh informan Penelitian.....	37
4.1.4.1 <i>Member Checking</i> Informan 1	37
4.1.4.2 <i>Member Checking</i> Informan 2	38
4.1.4.3 <i>Member Checking</i> Informan 3	38
4.2 Objek Penelitian.....	38
4.3 Motivasi dalam mengikuti Program “ <i>Home Sweat Home</i> ” <i>Celebrity Fitness Indonesia</i>	39
4.3.1 Motivasi Internal.....	39
4.3.2 Motivasi Eksternal.....	43
4.4 Makna <i>Online Workout Class</i> di Masa Pandemi.....	51
4.4.1 Arti <i>Online Workout Class</i>	51
4.4.2 Keinovatifan <i>Online Workout Class</i> di Masa Pandemi.....	58
4.5 Pengalaman Mengikuti Program <i>Online Workout Class “Home Sweat Home”</i>	62
BAB V.....	79
SIMPULAN DAN REKOMENDASI	79
5.1 Simpulan	79
5.1.1 Simpulan Motivasi dalam Mengikuti Program <i>Online Workout Class “Home Sweat Home” Celebrity Fitness Indonesia</i>	79
5.1.2 Simpulan Makna <i>Online Workout Class</i>	80

5.1.3 Simpulan Pengalaman Mengikuti Program <i>Online Workout Class “Home Sweat Home” Celebrity Fitness Indonesia</i>	81
5.2 Rekomendasi.....	82
DAFTAR PUSTAKA.....	84
LAMPIRAN-LAMPIRAN	90

DAFTAR TABEL

TABEL 1. 1 DATA JUMLAH PENGIKUT MEDIA SOSIAL <i>CELEBRITY FITNESS INDONESIA</i> DAN <i>FITNESS FIRST INDONESIA</i>	4
TABEL 2. 1 PENELITIAN TERDAHULU	13
TABEL 3. 1 DATA YANG DIGUNAKAN DALAM PENELITIAN	20
TABEL 3. 2 DATA CALON INFORMAN PENELITIAN	22
TABEL 3. 3 KEBUTUHAN DATA	24
TABEL 4 1 DAFTAR INFORMAN YANG MEMENUHI KRITERIA.....	35
TABEL 4 2 MOTIVASI INTERNAL PARTISIPAN.....	39
TABEL 4 3 MOTIVASI EKSTERNAL PARTISIPAN.....	43
TABEL 4 4 PANDANGAN PARTISIPAN TERHADAP ORANG YANG BEROLAHRAGA DI MASA PANDEMI COVID-19.....	54
TABEL 4 5 KEINOVA TIFAN ONLINE WORKOUT CLASS	59
TABEL 4 6 PERBEDAAN MENGIKUTI "HOME SWEAT HOME" DENGAN OLAHRAGA DI GYM.....	66
TABEL 4 7 PENGELOMPOKAN PENGALAMAN PARTISIPAN BERDASARKAN KOMPONEN PENYUSUN PENGALAMAN.....	75

DAFTAR GAMBAR

GAMBAR 1. 1 PROFIL PROGRAM “HOME SWEAT HOME” CELEBRITY FITNESS.....	3
GAMBAR 2. 1 MODEL ORCHESTRA.....	13
GAMBAR 2. 2 KERANGKA PEMIKIRAN FENOMENA ONLINE WORKOUT CLASS: MOTIVASI DAN PENGALAMAN PARTISIPAN.....	17
GAMBAR 3 1 ANALISIS DATA PENELITIAN	29

DAFTAR PUSTAKA

- Arndt, S., Perkis, A., & Voigt-Antons, J. N. (2018). Using Virtual Reality and Head-Mounted Displays to Increase Performance in Rowing Workouts. *MMSports 2018 - Proceedings of the 1st International Workshop on Multimedia Content Analysis in Sports, Co-Located with MM 2018*, 45–50. <https://doi.org/10.1145/3265845.3265848>
- Asokan, V., Karani, V., Dhaiveegan, P., & Ahamed, I. N. (2020). Proceedings of Virtual International. In V. R. R. Gandreti & I. N. Ahamed (Eds.), *Conference on Advancements in Research and Education [VICARE]* (pp. 1–330). India.
- Baena-Arroyo, M. J., Gálvez-Ruiz, P., Sánchez-Oliver, A. J., & Bernal-García, A. (2016). The Relationship Among Service Experience, Perceived Value and Behavioural Intentions of Customers in a Group Fitness Class. *Revista de Psicología Del Deporte*, 25(3), 89–92.
- Baena-Arroyo, M. J., García-Fernández, J., Gálvez-Ruiz, P., & Grimaldi-Puyana, M. (2020). Analyzing Consumer Loyalty through Service Experience and Service Convenience: Differences between Instructor Fitness Classes and Virtual Fitness Classes. *Sustainability*, 12(3), 828. <https://doi.org/10.3390/su12030828>
- Ball, J. W., Bice, M. R., & Parry, T. (2016). Retrospective Evaluation of High School Sport Participation and Adult BMI Status, Physical Activity Levels, and Motivation To Exercise. *American Journal of Health Studies*, 31(1), 105–111. Retrieved from <http://search.ebscohost.com/login.aspx?direct=true&db=sph&AN=118724247&site=ehost-live>
- Barlian, E. (2016). *Metodologi Penelitian Kualitatif dan Kuantitatif*. Padang: Sukabina.
- Brajša-Žganec, A., Merkaš, M., & Šverko, I. (2011). Quality of Life and Leisure Activities: How do Leisure Activities Contribute to Subjective Well-Being? *Social Indicators Research*, 102(1), 81–91. <https://doi.org/10.1007/s11205-010-9724-2>
- Buttussi, F., Chittaro, L., & Nadalutti, D. (2006). Bringing Mobile Guides and Fitness Activities Together: A Solution Based on an Embodied Virtual Trainer. *ACM International Conference Proceeding Series*, 159, 29–36. <https://doi.org/10.1145/1152215.1152222>
- Chalip, L., Csikszentmihalyi, M., Kleiber, D., & Larson, R. (1984). Variations of Experience in Formal and Informal Sport. *Research Quarterly for Exercise and Sport*, 55(2), 109–116. <https://doi.org/10.1080/02701367.1984.10608385>
- Creswell, J. W. (2016). Research Design: Pendekatan Metode Kualitatif, Kuantitatif dan Campuran. In *Pustaka Pelajar* (4th ed.). Yogyakarta: Pustaka Pelajar.

- Davis, J. W., & Bobick, A. F. (1998). Virtual PAT: a virtual personal aerobics trainer. *Workshop on Perceptual User Interfaces - PUI '98*, 1–6.
- De Knop, P. (1990). Sport for All and Active Tourism. *World Leisure & Recreation*, 32(3), 30–36. <https://doi.org/10.1080/10261133.1990.10559120>
- Desimone, G. T. (2020). Shareable Resource: Virtual Fitness: Choosing A Program That Is Right for You. *ACSM's Health and Fitness Journal*, 24(4), 3–4. <https://doi.org/10.1249/FIT.0000000000000590>
- Fairley, S. (2003). In Search of Relived Social experience: Group-Based Nostalgia Sport Tourism. *Journal of Sport Management*, 17(3), 284–304. <https://doi.org/10.1123/jsm.17.3.284>
- Fortier, M. S., Vallerand, R. J., Briere, N. M., & Provencher, P. J. (1995). Competitive and Recreational Sport Structures and Gender: A Test of Relationship with Sport Motivation. *International Journal Sport Psychology*, 26, 24–39.
- Funk, D. C. (2017). Introducing a Sport Experience Design (SX) Framework for Sport Consumer Behaviour Research. *Sport Management Review*, 20(2), 145–158. <https://doi.org/10.1016/j.smr.2016.11.006>
- Gibson, H. J. (1998). Sport Tourism: A Critical Analysis of Research. *Sport Management Review*, 1(1), 45–76. [https://doi.org/10.1016/S1441-3523\(98\)70099-3](https://doi.org/10.1016/S1441-3523(98)70099-3)
- Greenwell, S. T. T. C. (2011). Examining Similarities and Differences in Consumer Motivation for Playing and Watching Soccer. *Sport Marketing Quarterly*, 20, 148–156.
- Guarner, J. (2020). Three Emerging Coronaviruses in Two Decades: The Story of SARS, MERS, and Now COVID-19. *American Journal of Clinical Pathology*, 153(4), 420–421. <https://doi.org/10.1093/ajcp/aqaa029>
- Guo, X., Liu, J., & Chen, Y. (2017). FitCoach: Virtual Fitness Coach Empowered by Wearable Mobile Devices. *Proceedings - IEEE INFOCOM*, 1–9. <https://doi.org/10.1109/INFOCOM.2017.8057208>
- Habibi, R., Burci, G. L., de Campos, T. C., Chirwa, D., Cinà, M., Dagrón, S., ... Hoffman, S. J. (2020). Do not violate the International Health Regulations during the COVID-19 outbreak. *The Lancet*, 395(10225), 664–666. [https://doi.org/10.1016/S0140-6736\(20\)30373-1](https://doi.org/10.1016/S0140-6736(20)30373-1)
- Hawkins, D. I., & Mothersbaugh, D. L. (2013). Consumer Behaviour - Building Marketing Strategy. In *Metalurgia International* (Vol. 18).
- Hinch, T., & Higham, J. (2004). *Sport Tourism Development* (C. Cooper, M. Hall, & D. Timothy, eds.). <https://doi.org/10.1016/j.tourman.2012.01.006>
- Hochstetler, D. R. (2003). Process and the Sport Experience. *Quest*, 55(3), 231–243. <https://doi.org/10.1080/00336297.2003.10491801>
- Hoyer, W. D., & MacInnis, D. J. (2008). Consumer Behaviour. In *Cengage*

Learning (5th ed.). <https://doi.org/10.1002/cb.84>

- IJsselsteijn, W. A., De Kort, Y. A. W., Westerink, J., De Jager, M., & Bonants, R. (2006). Virtual Fitness: Stimulating Exercise Behavior through Media Technology. *Presence: Teleoperators and Virtual Environments*, 15(6), 688–698. <https://doi.org/10.1162/pres.15.6.688>
- Kandel, N., Chungong, S., Omaar, A., & Xing, J. (2020). Health security capacities in the context of COVID-19 outbreak: an analysis of International Health Regulations annual report data from 182 countries. *The Lancet*, 395(10229), 1047–1053. [https://doi.org/10.1016/S0140-6736\(20\)30553-5](https://doi.org/10.1016/S0140-6736(20)30553-5)
- Kaplanidou, K., & Vogt, C. (2010). The Meaning and Measurement of a Sport Event Experience Among Active Sport Tourists. *Journal of Sport Management*, 24(5), 544–566. <https://doi.org/10.1123/jism.24.5.544>
- Kotler, P., Bowen, J. T., Makens, J. C., & Baloglu, S. (2017). *Marketing for Hospitality and Tourism* (7th ed.). Edinburgh, England: Pearson Education Limited 2017.
- Kurniawan, A. W., & Puspitaningtyas, Z. (2016). *Metode Penelitian Kuantitatif*. Yogyakarta: Pandiva Buku.
- Li, G., Fan, Y., Lai, Y., Han, T., Li, Z., Zhou, P., ... Wu, J. (2020). Coronavirus Infections and Immune Responses. *Journal of Medical Virology*, 92(4), 424–432. <https://doi.org/10.1002/jmv.25685>
- Lin-Peng, X., I, Z. H. L., & Y, X. C. (2007). On the Conception and Theories of Public Sports Service [J]. *Journal of Tianjin University of Sport* 2.
- Lochbaum, M. R., & Roberts, G. C. (1993). Goal Orientations and Perceptions of the Sport Experience. *Journal of Sport and Exercise Psychology*, 15(2), 160–171. <https://doi.org/10.1123/jsep.15.2.160>
- Lugrin, J. L., Landeck, M., & Latoschik, M. E. (2015). Avatar Embodiment Realism and Virtual Fitness Training. *IEEE Virtual Reality Conference*, 225–226. <https://doi.org/10.1109/VR.2015.7223377>
- Mamik. (2015). Metode Kualitatif. In *Zifatma* (Vol. 1).
- McNamara, J. M., Walm, R. L. S., Tearne, D. J. S., & Ovassin, T. M. C. (2008). Online Weight Training. *Journal of Strength and Conditioning Research*, 22(4), 1164–1168.
- Miles, H. C., Pop, S. R., Watt, S. J., Lawrence, G. P., & John, N. W. (2012). A review of Virtual Environments for Training in Ball Sports. *Computers and Graphics (Pergamon)*, 36(6), 714–726. <https://doi.org/10.1016/j.cag.2012.04.007>
- Mokmin, N. A. M., & Jamiat, N. (2020). The Effectiveness of a Virtual Fitness Trainer App in Motivating and Engaging Students for Fitness Activity by Applying Motor Learning Theory. *Education and Information Technologies*. <https://doi.org/10.1007/s10639-020-10337-7>

- Moleong, L. J. (2018). Metodologi Penelitian Kualitatif. In *PT Remaja Rosdakarya*. Bandung: PT Remaja Rosdakarya.
- Mulas, F., Carta, S., Piloni, P., & Manca, M. (2011). *Everywhere Run: A Virtual Personal Trainer for Supporting People in Their Running Activity*. 1. <https://doi.org/10.1145/2071423.2071510>
- Pearce, P. L., Wu, M. Y., De Carlo, M., & Rossi, A. (2013). Contemporary experiences of Chinese tourists in Italy: An on-site analysis in Milan. *Tourism Management Perspectives*, 7(2013), 34–37. <https://doi.org/10.1016/j.tmp.2013.04.001>
- Pearce, P. L., & Zare, S. (2017). The Orchestra Model as the Basis for Teaching Tourism Experience Design. *Journal of Hospitality and Tourism Management*, 30, 55–64. <https://doi.org/10.1016/j.jhtm.2017.01.004>
- Pedersen, D. M. (2002). Intrinsic-extrinsic factors in sport motivation. *Perceptual and Motor Skills*, 95(2), 459–476. <https://doi.org/10.2466/pms.2002.95.2.459>
- Phillips, P. A. (1975). The Sport Experience in Education. *Quest*, 23(1), 94–97. <https://doi.org/10.1080/00336297.1975.10519836>
- Popa, A., Yusof, A., & Geok, S. K. (2017). Investigating Sport Tourists' perceived Attributes of Muay Thai, Event Satisfaction and Behavioural Intentions of Attending Future Events. *International Journal of Academic Research in Business and Social Sciences*, 7(6), 457–465. <https://doi.org/10.6007/ijarbss/v7-i6/3003>
- Rahmat, N., Jusoff, K., Ngali, N., Ramli, N., Md Zaini, Z. M., Samsudin, A., ... Hamid, M. (2011). Crowd Management Strategies and Safety Performance among Sports Tourism Event Venue Organizers in Kuala Lumpur and Selangor. *World Applied Sciences Journal*, 12(12), 47–52. <https://doi.org/10.1188-4952>
- Rocheleau, C. A., Webster, G. D., Bryan, A., & Frazier, J. (2004). Moderators of the Relationship between Exercise and Mood Changes: Gender, Exertion Level, and Workout Duration. *Psychology and Health*, 19(4), 491–506. <https://doi.org/10.1080/08870440310001613509>
- Ruffaldi, E., & Filippeschi, A. (2013). Structuring a Virtual Environment for Sport Training: A Case Study on Rowing Technique. *Robotics and Autonomous Systems*, 61(4), 390–397. <https://doi.org/10.1016/j.robot.2012.09.015>
- Ryan, R. M., & Deci, E. L. (2000). Intrinsic and Extrinsic Motivations: Classic Definitions and New Directions. *Contemporary Educational Psychology*, 25(1), 54–67. <https://doi.org/10.1006/ceps.1999.1020>
- Sarwono, J. (2006). Metode Penelitian Kuantitatif dan Kualitatif. In *Graha Ilmu* (1st ed.). Yogyakarta: Graha Ilmu.
- Smith, A. C. . (2008). *Introduction to Sport Marketing*. Retrieved from <http://repositorio.unan.edu.ni/2986/1/5624.pdf>

- Stragier, J., Vanden Abeele, M., Mechant, P., & De Marez, L. (2016). Understanding Persistence in the Use of Online Fitness Communities: Comparing Novice and Experienced Users. *Computers in Human Behavior*, 64, 34–42. <https://doi.org/10.1016/j.chb.2016.06.013>
- Suwono, L. V., & Sihombing, S. O. (2016). Factors Affecting Customer Loyalty of Fitness Centers: An Empirical Study. *Jurnal Dinamika Manajemen*, 7(1), 45. <https://doi.org/10.15294/jdm.v7i1.5758>
- Suyitno. (2018). Metode Penelitian Kualitatif: Konsep, Prinsip, dan Operasionalnya. In A. Tanzeh (Ed.), *Akademia Pustaka*. Tulungagung: Akademia Pustaka.
- Tae Kim, K., Bae, J., Kim, J.-C., & Lee, S. (2016). The Servicescape in the Fitness Center: Measuring Fitness Center's Services. *International Journal of Sport Management, Recreation & Tourism*, 21, 1–20. <https://doi.org/10.5199/ijsmart-1791-874x-21a>
- Telaumbanua, D. (2020). Urgensi Pembentukan Aturan Terkait Pencegahan Covid-19 di Indonesia. *QALAMUNA: Jurnal Pendidikan, Sosial, Dan Agama*, 12(01), 59–70. <https://doi.org/10.37680/qalamuna.v12i01.290>
- Tuffour, I. (2017). A Critical Overview of Interpretative Phenomenological Analysis: A Contemporary Qualitative Research Approach. *Journal of Healthcare Communications*, 02(04), 1–5. <https://doi.org/10.4172/2472-1654.100093>
- Vallerand, R. J., & Losier, G. F. (1999). An Integrative Analysis of Intrinsic and Extrinsic Motivation in Sport. *Journal of Applied Sport Psychology*, 11(1), 142–169. <https://doi.org/10.1080/10413209908402956>
- Vlachopoulos, S. P., Karageorghis, C. I., & Terry, P. C. (2000). Motivation profiles in sport: A self-determination theory perspective. *Research Quarterly for Exercise and Sport*, 71(4), 387–397. <https://doi.org/10.1080/02701367.2000.10608921>
- Watkins, J. (2020). Preventing a covid-19 pandemic. *The BMJ*, 368(February), 1–2. <https://doi.org/10.1136/bmj.m810>
- Weed, M. (2008). Sport & Tourism: A Reader. In M. Weed (Ed.), *Taylor & Francis*. <https://doi.org/10.1080/02614360802543571>
- Weed, M., & Bull, C. (2004). Sports Tourism: Participants, Policy and Providers. In *Elsevier*. <https://doi.org/10.1017/CBO9781107415324.004>
- Whelan, E., & Clohessy, T. (2019). How the Social Dimension of Fitness Apps can Enhance and Undermine Wellbeing: A Dual Model of Passion Perspective. *Information Technology and People*. <https://doi.org/10.1108/ITP-04-2019-0156>
- Witell, L., Holmlund, M., & Gustafsson, A. (2020). Guest Editorial: a New Dawn for Qualitative Service Research. *Journal of Services Marketing*, 34(1), 1–7. <https://doi.org/10.1108/JSM-11-2019-0443>

- Yuksel, P., & Yildirim, S. (2015). Theoretical Frameworks, Methods, and Procedures for Conducting Phenomenological Studies in Educational Settings. *Turkish Online Journal of Qualitative Inquiry*, 6(1), 1–20. <https://doi.org/10.1097/00006454-199805000-00011>
- Zeng, L., Almquist, Z. W., & Spiro, E. S. (2017). Let's Workout! Exploring Social Exercise in an Online Fitness Community. *IConference 2017*, 2, 87–98.
- Zhang, X. (2019). Study on the influence of ecotourism environmental image on leisure experience and tourism satisfaction. *Ekoloji*, 28(107), 1251–1257.
- Zhu, Y., Wang, D., Zhao, R., Zhang, Q., & Huang, A. (2019). FitAssist: Virtual Fitness Assistant Based on WiFi. *ACM International Conference Proceeding Series*, 328–337. <https://doi.org/10.1145/3360774.3360817>