



Learning Media on Shooting Skills in Basketball Games

Dhika Bayu Mahardhika^{1(✉)}, Tedi Purbangkara¹ and Suntoko Suntoko²

¹Health and Recreation Physical Education Study Program, Universitas Singaperbangsa Karawang, Karawang, Indonesia

dhika.bayumahardhika@fkip.unsika.ac.id

²Indonesian Language and Literature Education Study Program, Universitas Singaperbangsa Karawang, Karawang, Indonesia

Abstract. This study aims to assess the effectiveness of learning media for improving shooting skills in basketball games. Employing a quantitative approach, the research methodology involves survey research utilizing a questionnaire. The sample comprises 25 students selected through total sampling. The study reveals that students' confidence levels in basketball extracurricular activities range from a minimum score of 48.8 to a maximum score of 72.8, with an average score of 59.3 and a standard deviation of 6.9. Based on data analysis, it is concluded that the utilization of learning media for shooting skills in basketball games falls within the "LESS" category, with an average percentage of 59.34%.

Keywords: Learning Media, Shooting, Basketball

1 Introduction

Learning basketball is a dynamic journey that requires a holistic and practical approach to optimize understanding and mastery of skills. Learning media has become unavoidable in an era where technology is increasingly permeating various areas of life, including sports. This article raises a crucial theme regarding the role of learning media in the context of basketball learning.

Along with the times, training and teaching in basketball have undergone a significant transformation. Learning media is no longer just a support but the primary catalyst in facilitating teaching and learning [1]. This article will review the various forms and applications of learning media that can be integrated into basketball training sessions, helping coaches and players to achieve optimal skill levels.

From training simulations to interactive online platforms, readers will be invited to explore how the use of learning media can stimulate motivation, accelerate understanding of concepts, and improve the performance of basketball players. This article also discusses the challenges and opportunities in implementing learning media and provides views on the best ways to overcome these obstacles [2].

By understanding the central role of learning media in basketball learning, readers can design and implement innovative learning strategies on the latest developments in the world of sports and education. Let's dive deeper into how learning media is an inseparable ally in producing superior and quality basketball players [3].

© The Author(s) 2024

Z. B. Pambuko et al. (eds.), *Proceedings of 5th Borobudur International Symposium on Humanities and Social Science (BISHSS 2023)*, Advances in Social Science, Education and Humanities Research 856,

https://doi.org/10.2991/978-2-38476-273-6_22

As a dynamic and challenging sport, basketball requires an in-depth understanding and mastery of fundamental skills, one of which is shooting skills. Shooting skills in basketball are the main foundation that differentiates between success and failure of a team [4]. Therefore, this article aims to explore and deepen the process of learning shooting skills in the context of basketball games.

Learning shooting skills is not just a technical aspect but also involves tactical understanding, consistency, and mental focus. In this article, we will dive into various learning approaches and methods that coaches and players can implement to increase their shooting skill level in basketball [5]. The success of learning shooting skills cannot be separated from the use of effective learning media. By utilizing technology and innovative approaches, we can create a learning environment that is motivating and interactive and produces optimal results [6].

This article invites readers to explore various aspects of learning shooting skills, from basic techniques to advanced strategies. An in-depth understanding of this learning process will positively contribute to improving the quality of individual and group play in the world of basketball[7]. Let's explore the maximum potential of learning shooting skills in basketball together.

The growth of technology and changes in learning dynamics have encouraged the development of innovative and effective learning media. One aspect of skill that is very important in basketball is shooting skills[1]. Shooting is a fundamental element that plays a crucial role in the success of a basketball player. Therefore, this article will review learning media development for shooting skills in basketball games.

In the context of learning shooting skills, learning media can be the primary key to increasing understanding and mastery of effective shooting techniques. Learning media provides visual information and can create an interactive and fun learning experience for players.

Through this article, we will explore various aspects of learning media that can be used to improve shooting skills in basketball games. From the latest technology applications to traditional relevant approaches, we will explore various methods coaches and players can implement to strengthen this aspect of basketball learning[8].

With the development of the game of basketball and increasingly high competitive demands, a deep understanding of shooting skills has become very important. This article aims to provide insight and practical guidance for readers, coaches, and players to use learning media optimally to develop superior shooting skills in basketball games.

2 Methods

This study adopts a quantitative research approach, rooted in the positivist philosophy, which focuses on researching specific populations or samples. It involves collecting data through research instruments and conducting quantitative/statistical data analysis to test predetermined hypotheses [9]. Quantitative research embodies positivism, whereas qualitative research represents a naturalistic (phenomenological) understanding [10].

Quantitative descriptive research was employed to gain comprehensive insights into the effectiveness of learning media for shooting skills in basketball games. Through this approach, students can articulate the situations and challenges they encounter, which often hinder their learning process.

The research methodology utilized in this study is survey research, which involves gathering data from a diverse range of specialties to understand the prevailing circumstances without delving into the underlying reasons. The purpose of employing the survey method is to examine the impact of shooting skill learning media on basketball game performance among students participating in extracurricular activities.

The sampling technique employed in this research is total sampling, where all members of the population are included as samples. This method is suitable when the population is relatively small, typically not exceeding 30 individuals. Total sampling, also known as a census, ensures that every member of the population is represented. Therefore, in this study, a total of 25 students were selected as the sample size.

3 Result and Discussion

3.1 Result

Based on the results of questionnaire data analysis regarding the influence of shooting skills learning media on basketball games on students who participate in basketball extracurriculars (Table 1 – Table 6), it is then tabulated to determine the percentage level. Recapitulation Results of Confidence Percentage Calculation, Respondents' Answers to Positive Statements.

Table 1. Average Calculation (Positive Statement)

Mean	St. Dev	Min	Max	N
60.3	7.2	48.8	70.4	25

Table 2. Results of Confidence Analysis (Positive Questions)

No.	Respondent's Answer					Number x Weight	Percentage Calculation	percentage results
	SS (5)	S (4)	R (3)	KS (2)	TS (1)			
1	3	12	7	1	2	88	88/125x100%	70.4%
3	1	5	16	1	2	77	77/125x100%	61.6%
4	3	8	10	3	1	84	84/125x100%	67.2%
7	2	5	12	6	0	78	78/125x100%	62.4%
9	1	4	8	9	3	66	66/125x100%	52.8%
11	2	7	10	4	2	78	78/125x100%	62.4%
13	4	2	16	3	0	82	82/125x100%	65.6%
14	1	4	9	7	4	66	66/125x100%	52.8%
17	2	2	8	9	4	64	64/125x100%	51.2%
19	1	2	11	8	3	65	65/125x100%	52.0%
20	4	4	8	6	3	75	75/125x100%	60.0%
23	1	7	17	0	0	84	84/125x100%	67.2%

No.	Respondent's Answer					Number x Weight	Percentage Calculation	percentage results
	SS (5)	S (4)	R (3)	KS (2)	TS (1)			
24	5	5	10	3	2	83	83/125x100%	66.4%
27	2	9	7	5	2	79	79/125x100%	63.2%
28	4	6	6	6	3	77	77/125x100%	61.6%
31	2	12	8	2	1	87	87/125x100%	69.6%
33	1	2	9	9	4	62	62/125x100%	49.6%
34	0	5	7	7	6	61	61/125x100%	48.8%
Mean								60.3%

Recapitulation Results of Calculation of Confidence Percentage, Respondents' Answers to Negative Statements.

Table 3. Average Calculation (Negative Statement)

Mean	St. Dev	Min	Max	N
58,4	6,5	50,4	72,8	25

Table 4. Confidence Analysis Results (Negative Statement)

No.	Respondent's Answer					Number x Weight	Percentage Calculation	percentage results
	SS (1)	S (2)	R (3)	KS (4)	TS (5)			
2	1	9	8	6	1	72	72/125x100%	57,6%
5	0	4	15	4	2	79	79/125x100%	63,2%
6	3	2	17	2	1	71	71/125x100%	56,8%
8	1	1	9	1	1	63	63/125x100%	50,4%
10	0	8	15	1	1	70	70/125x100%	56,0%
12	0	3	19	2	1	76	76/125x100%	60,8%
15	2	5	14	3	1	71	71/125x100%	56,8%
16	0	7	10	6	2	78	78/125x100%	62,4%
18	0	4	11	7	3	84	84/125x100%	67,2%
21	1	1	9	2	1	65	64/125x100%	52,0%
22	1	1	10	2	1	66	66/125x100%	52,8%
25	0	7	14	3	1	73	73/125x100%	58,4%
26	0	2	14	6	3	85	85/125x100%	68,0%
29	1	9	13	2	0	66	66/125x100%	52,8%
30	4	7	11	1	2	65	65/125x100%	52,0%
32	6	6	7	4	2	65	65/125x100%	52,0%
35	0	2	7	14	2	91	91/125x100%	72,8%
Mean								58,4%

Table 5. Calculation of the Average Effect of Shooting Skills Learning Media in Basketball Games for Students Who Participate in Basketball Extracurriculars

Mean	St. Dev	Min	Max	N
------	---------	-----	-----	---

59,3	6,9	48,8	72,8	25
------	-----	------	------	----

Table 6. Recapitulation Results of Analysis of the Effect of Learning Media on Shooting Skills in Basketball Games for Students Who Participate in Basketball Extracurriculars.

Statement	Results	Category
1	70,4%	Enough
2	57,6%	Not enough
3	61,6%	Not enough
4	67,2	Enough
5	63,2%	Not enough
6	56,8%	Not enough
7	62,4%	Not enough
8	50,4%	Very less
9	52,8%	Very less
10	56%	Not enough
11	62,4%	Not enough
12	60,8%	Not enough
13	65,6%	Enough
14	52,8%	Very less
15	56,8%	Kurang
16	62,4%	Kurang
17	51,2%	Very less
18	67,2%	Enough
19	52%	Very less
20	60%	Not enough
21	52%	Very less
22	52,8%	Very less
23	67,2%	Enough
24	66,4%	Enough
25	58,4%	Not enough
26	68%	Enough
27	63,2%	Not enough
28	61,6%	Not enough
29	52,8%	Very less
30	52%	Very less
31	69,6%	Enough
32	52%	Very less
33	49,6%	Very less
34	48,8%	Very less
35	72,8%	Enough

Statement	Results	Category
Mean	59,34%	Not enough

3.2 Discussion

Based on the data analysis from the responses of the participants, it can be inferred that the impact of learning media for shooting skills in basketball games on students engaged in basketball extracurriculars falls within the "LESS" category, with an average percentage of 59.34%. The level of confidence in utilizing the media, as indicated by the Confidence in One's Ability and Responsible Attitude indicators, averages at 61.2% in the "LESS" category. Similarly, the Optimistic Attitude indicator averages at 58.7%, the Objective Attitude indicator at 55.9%, and the Rational Attitude indicator at 58.6%, all falling within the "LESS" category.

The influence of shooting learning media in basketball games on students who participate in basketball extracurriculars is essential in increasing the effectiveness of learning or training.

4 Conclusion

From the results and discussions conducted, it can be concluded that the impact of learning media for enhancing shooting skills in basketball games among students involved in basketball extracurriculars falls within the "LESS" category, with an average percentage of 59.34%. Confidence levels, indicated by the Confidence in One's Ability and Responsible Attitude indicators, average at 61.2% in the "LESS" category. Similarly, the Optimistic Attitude indicator averages at 58.7%, the Objective Attitude indicator at 55.9%, and the Rational Attitude indicator at 58.6%, all within the "LESS" category.

This shows that an evaluation needs to be carried out by students and teachers/trainers so that improvements can be made to the completeness of learning media and the learning or training process can run well and optimally.

Acknowledgement. Thank you to LPPM Singaperbangsa University Karawang for facilitating us in conducting this research because, without assistance from LPPM, this research could not be carried out.

References

1. T. Purbangkara and D. B. Mahardhika, "The Students' Interest in Learning Basket Ball in Class XI Students of SMKN 1 Tirtajaya Karawang," *Edumaspul J. Pendidik.*, vol. 6, no. 2, pp. 2156–2261, 2022, doi: 10.33487/edumaspul.v6i2.4617.
2. R. H. Kurnia, R. Iqbal, D. B. Mahardhika, U. Singaperbangsa, and K. Abstract, "Pengaruh Metode Latihan Drill Terhadap Keterampilan Dasar Free Throw Pada Ekstrakurikuler Bola

- Basket di SMA Negeri 1 Karawang,” *J. Ilm. Wahana Pendidik.*, vol. 2022, no. 19, pp. 532–539, 2022.
3. W. Herwina, *Analisis Model-Model Pelatihan*. 2021.
 4. H. Rustanto, “Meningkatkan Pembelajaran Shooting Bola Basket Dengan Menggunakan Media Gambar,” *J. Pendidik. Olahraga*, vol. 6, no. 2, pp. 75–86, 2017.
 5. I. K. G. W. Artika, I. P. Darmayasa, and N. P. D. S. Dartini, “Pengembangan Media Pembelajaran Berbasis Video Tutorial Materi Teknik Dasar Shooting Bola Basket,” *J. Ilmu Keolahragaan Undiksha*, vol. 10, no. 2, pp. 156–161, 2022.
 6. D. Pranata, I. Hita, and E. Ariestika, “Analisis Fisik Atlet Berbasis Android Model Aplikasi untuk Atlet Bola Voli Usia 16-19 Tahun,” *J. Pelita Ilmu Keolahragaan*, vol. D, no. 02, 2022.
 7. T. I. Putri, E. Supriatna, and F. P. Hidasari, “Pengembangan Media Pembelajaran Bola Basket Berbasis Video Animasi Untuk Siswa Sekolah Menengah Pertama,” *J. Pendidik. dan Pembelajaran*, vol. 8, no. 6, pp. 1–8, 2019.
 8. Putra, Kanca, and Swadesi, “Pengaruh pelatihan massed practice berbantuan media audio visual berbasis android terhadap keterampilan lay up shooting dan dribbling bola basket,” *J. Teknol. Pembelajaran Indones.*, vol. 10, no. 1, pp. 45–55, 2020.
 9. P. D. Sugiyono, “Metode Penelitian dan Pengembangan,” *Res. Dev. D*, 2015.
 10. Dr. Itto Turyandi, *Metodologi Penelitian*, 2nd ed. Bandung, 2014.
 11. B. J. W. P. Jan Jonker Sari Wahyuni., *Metodologi Penelitian. Panduan Untuk Master Ph.D di bidang Manajemen*. 2014.

Open Access This chapter is licensed under the terms of the Creative Commons Attribution-NonCommercial 4.0 International License (<http://creativecommons.org/licenses/by-nc/4.0/>), which permits any noncommercial use, sharing, adaptation, distribution and reproduction in any medium or format, as long as you give appropriate credit to the original author(s) and the source, provide a link to the Creative Commons license and indicate if changes were made.

The images or other third party material in this chapter are included in the chapter's Creative Commons license, unless indicated otherwise in a credit line to the material. If material is not included in the chapter's Creative Commons license and your intended use is not permitted by statutory regulation or exceeds the permitted use, you will need to obtain permission directly from the copyright holder.

