



Students' Interest in Learning Basket Ball in Class XI Students of SMKN 1 Tirtajaya Karawang

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Abstract

This study aims to determine student interest in learning at SMKN 1 Tirtajaya Karawang. The approach used in this research is quantitative, with a survey method and research design using cross-sectional. The population in this study were all students of class XI SMKN 1 Tirtajaya Karawang, totaling 155 students. At the same time, the sample was taken in one class using a purposive sampling technique, obtained in class XI TKR 1 with as many as 40 students as the class that will be given a questionnaire about students' interest in learning. The data is processed using Microsoft Excel Software. The results of this study indicate that the level of student interest in learning basketball shows a percentage of learning interest of as much as 43% with suitable criteria. So, it can be concluded that the level of student interest in learning basketball can increase if the teacher can present the material well and pleasantly and provide teaching through games so that students do not feel bored when learning takes place.

Keywords: Interest in Learning, Basketball, Physical Education

Physical education is an integral part of the overall education system, aiming to develop health, physical fitness, critical thinking skills, emotional stability, social skills, reasoning, and moral action through physical activity and sports. Physical education can also hone and shape good personalities for students at school. According to Rahayu (2013: 2), physical education is an integral part of the overall education system, aiming to develop aspects of physical fitness, movement skills, critical thinking skills, social skills, reasoning, stability, emotional, moral action, aspects of a healthy lifestyle and clean recognition environment through selected physical, sport and health activities that are systematically planned in order to achieve national education goals".

In the intensification of the implementation of education as a process of human development that lasts a lifetime, the role of physical education is significant, which provides opportunities for students to be directly involved in various learning experiences through physical activities, play, and sports that are carried out systematically. Learning experiences are directed at fostering and forming a healthy and active lifestyle throughout life.

A creative sports and health physical education teacher can create something new or modify an existing one but present it as more interesting so that students will feel happy to participate in the given physical education and health lessons. Sports and health physical education teachers can do many simple things for the smooth running of sports and health physical education. Modifying facilities and infrastructure will not reduce student activities in physical education, sports, and health lessons. On the contrary, students can be facilitated to move more through a playful approach in a cheerful atmosphere so that the rules and values of the learning can be appropriately achieved.

In learning physical education at school, basketball is one type of big ball game that students learn at school. Two teams play basketball. Each team consists of five players. How to play it is by bouncing the ball using the arms or another body parts maximum of each team.

In physical education activities in class XI SMKN 1 Tirtajaya, some students are lazy in doing basketball lessons. This is a lack of interest from students to participate in physical education learning, especially basketball lessons. The lack of sports and health physical education facilities and infrastructure owned by SMKN 1 Tirtajaya makes sports and health physical education teachers more creative in empowering and optimizing existing facilities and infrastructure.

With these problems, this study tries to analyze the facts about students' interest in learning at school. Given that not all students have hobbies and interests in the same game, to overcome this, the teacher must be able to pay attention to each student, build interest in learning, and guide with the proper educational process so that students can follow the learning process well. Interest is the most important problem in education, mainly when it is associated with one's activities in everyday life. Interests in a person will give an idea of activities to achieve a goal. By carrying out research activities on student interests in basketball, hopefully, it can be helpful for teachers and schools in physical education subjects, especially basketball games at SMKN 1 Tirtajaya Karawang, to get better results.

Interest is an important problem in education, mainly when it is associated with one's activities in everyday life. Interests in a person will give an idea of activities to achieve a goal. Interest is a persistent tendency to pay attention and remember some activities. Syaiful Bahri Djamarah (2008: 132). Someone interested in an activity will consistently pay attention to the activity with pleasure. Interest is a sense of preference and attraction to a thing or activity without anyone telling. Slameto (2010: 180).

From the statement of opinion above, it can be concluded that someone interested in an activity will pay attention to it consistently with a sense of pleasure because it comes from within a person and is based on liking. There is no coercion from outside parties or others. In other words, interest is a feeling of liking and interest in a thing or activity without being forced. A student interested in something of

interest is entirely indifferent to something else. According to W. Gatels (in Djamalah, 2008:75).

Interest is a feeling that is obtained from relating to something. Interest in something is learned and can affect further learning and the acceptance of new interests. So, interest in something results from learning and supports the next learning activity. Therefore, interest significantly influences learning activities (Syaiful Bahri Djamanah 2008: 133).

Students interested in a lesson will study seriously because there is an attraction for them. Students easily memorize what interests them. The learning process will run smoothly if it is accompanied by interest. Interest is the primary motivational tool that can arouse enthusiasm for students' learning within a specific time. In addition to discussing the importance of interest in the learning process, this research also focuses on the basketball game, which is the main focus of the discussion. Two teams play basketball. Each team consists of six players. How to play it is by bouncing the ball using the arms or other body parts a maximum of three times each team touches. The ball is hit or bounced from one field to another, limited by a net (Wahyuni et al., 2010, p. 10).

Metode

In this study, the researcher uses a quantitative approach. The quantitative method is called the traditional method because it has been used for a long time, so it has become a tradition in research. This method is called the positivistic method because it is based on the philosophy of positivism. This method is a scientific/scientific method because it has met scientific principles, namely concrete/empirical, objective, measurable, rational, and systematic (Sugiyono, 2015, p. 7).

In this study about student interest in learning basketball games in class XI SMKN 1 Tirtajaya Karawang, researchers used survey methods, survey methods were used to obtain data from certain natural (not artificial) places, in practice researchers carried out treatments in collecting the data with the treatment

questionnaire not like in the Sugiyono experiment, (2017: 12).

This type of research is a survey research using a cross-sectional approach. Cross-sectional studies the dynamics of the correlation between risk factors and effects by approach, observation, or data collection all at once (point time approach). This means that each research subject is only observed once, and measurements are made on the status of the character or variable of the subject at the time of examination. This does not mean that all research subjects are observed simultaneously. This design can identify the exposures and outcomes, and the causal relationship is clear (Notoatmodjo, 2002).

As for the population in the study of student interest in learning basketball games in class XI, students of SMKN 1 Tirtajaya Karawang are all students of class XI of SMKN 1 Tirtajaya Karawang. The number of class XI is four classes with 155 students.

Table 1: Number of Samples

Class	Number of Students
XI TKR 1	40
XI TKR 2	40
XI TKR 3	37
XI TKR 4	38
Amount	155

Source: Research Data

From the population, the researcher used purposive sampling to take samples. According to Sugiyono (2017: 85), Purposive Sampling is a technique for determining research samples with specific considerations to make the data obtained later on more representative. The number of samples used by researchers about student interest in learning basketball games in class XI students of SMKN 1 Tirtajaya Karawang is 40 from class XI TKR 1.

In a study, an instrument is always used to obtain the required data. A research instrument is a tool used to measure the value of the variable under study (Sugiyono, 2013, p. 133). Research instruments are tools that are selected and used by researchers in collecting data so that these activities become systematic and facilitated by them. The instrument in this study used a questionnaire or questionnaire. A questionnaire is a data collection technique that gives respondents a set of questions or written statements to answer (Sugiyono, 2007,

p. 162). This method is believed to obtain more accurate and objective data on the researched problems obtained directly from the respondents.

A questionnaire in this study was seen from the point of view of how to answer included in a closed questionnaire and seen from its form included in a rating-scale questionnaire. The score used in this study is based on a Likert Scale. The Likert scale has five answers: strongly agree/always, agree/often, doubt/sometimes, disagree/rarely, and strongly disagree/never. The doubtful alternative answers are omitted so that the answers are more optimal. So, there are five alternative answers provided. The scoring for each answer is as follows:

Table 2
Research Instrument Alternative Score

Answer Alternative	Score	
	(+)	(-)
Strongly Agree	5	1
Agree	4	2
Disagree	3	3
Strongly Disagree	2	4
Not Enough Agree	1	5

Source: Interview Data

Data collection with specific techniques is necessary for testing basic assumptions and hypotheses because these techniques can determine whether or not a study is smooth. They were collecting data needed to test basic assumptions and hypotheses. To obtain the necessary data, the data collection technique used in this study is the Likert scale. The Likert scale is "original" to measure a person's agreement and disagreement with an object whose levels are arranged. Statements in the form of a questionnaire are prepared using a Likert scale where each statement will be given a score, namely: (1) Strongly Agree = 5, (2) Agree = 4, (3) Not Enough Disagree = 3, (4) Disagree = 2, and (5) Strongly Disagree = 1. Meanwhile, negative statements are given the opposite score.

In analyzing the data, because the data in this study is quantitative, the analysis technique that will be used in this research is descriptive. This calculation also uses the help of the Microsoft Excel (to calculate the validity and reliability of the questionnaire). The formula used to calculate the percentage of respondents who fall into specific categories determined from the research data interval class in each aspect is as follows:

$$P = \frac{f}{n} \times 100\%$$

Explanation

p = percentage

F = Frequency searched

n = Total Number of Frequency

Grouping by category, maximum and minimum scores must be determined first. Then determine the average value and standard deviation of the scores obtained. Furthermore, the data is presented as a frequency table and then categorized and presented as a histogram. Categorization is arranged into five categories, namely using the category technique of very good, good, quite good, not good, and very poor (Anas, 2000, p. 161) data in this study were obtained from journals, official web sites, and other sources related to the topic being studied.

Results

The results of this study are in the form of data described to describe student interest in learning to play basketball in class XI SMKN 1 Tirtajaya Karawang. Of the number of subjects amounted to 40 students. After the analysis, the following results were obtained; the highest score was 145, the lowest score was 89, the mean (M) was 128.18, and the standard deviation (SD) was 11.42. The following is a table and a frequency distribution diagram of the results of the categorization of the analysis results.

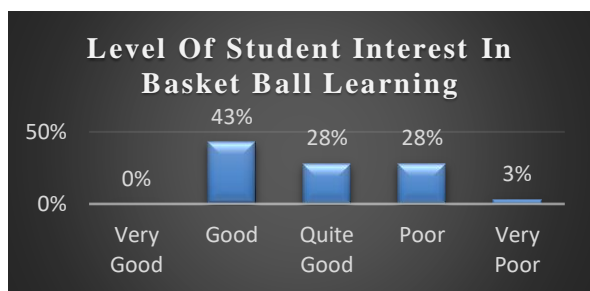
Table 3
Frequency Distribution of Student Interest in Learning Basketball Game

N	Interval	f	(%)	Categor
o				y

1		$x >$	14 5	0	0%	Very Good
2	13 4	$< x$ $<$	14 5	1 7	43%	Good
3	12 2	$< x$ $<$	13 4	1 1	28%	Quite Good
4	11 1	$x <$	12 2	1 1	28%	Poor
5		$x <$	11 1	1	3%	Very Poor
Jumlah				4 0	100 %	

Image 1

Diagram of Student Interest Level in Learning Basketball Game



Based on the tables and graphs, it can be seen that the level of student interest in learning basketball games is in the very good category with a percentage of 0% or 0 students, a good category with a percentage of 43% or 17 students, a quite good category with a percentage of 28% or 11 students, poor category with a percentage of 28% or 11 students and very poor category with a percentage of 1% or 3 students. So, it can be concluded that the students with the highest percentage at 43% with good criteria and totaling 43 students. Based on the results of the percentage, it can be concluded that most students have a good interest in learning the game of basketball.

Conclusion

Basketball lessons conducted at SMKN 1 Tirtajaya for class XI students were well done and so fun that they attracted students' interest. Besides that, learning the material and practice was very easy to understand students with special needs. After the author researched students' interest in learning basketball, there were several things behind the students' interest in learning.

Students' interest in learning is good, and it can be seen from students' responses in basketball learning that they can always follow learning activities well from start to finish.

Students like basketball learning because the material presented by the teacher is entertaining, the teacher is also very kind to students when explaining the material about the basic techniques of playing basketball. In addition, the learning process is made more fun by the presence of games in basketball learning that are packaged in giving awards to students who can perform the basic techniques of playing basketball well by giving praise and high marks.

Based on data analysis and discussion, it can be concluded that the level of student interest in learning basketball games is in the very good category with a percentage of 0% or 0 students, a good category with a percentage of 43% or 17 students, a quite good category with a percentage of 28% or 11 students, poor category with a percentage of 28% or 11 students and very poor category with a percentage of 1% or 3 students. So, it can be concluded that the learning interest of XI students of SMKN 1 Tirtajaya Karawang in learning the game of basketball is in good criteria.

After going through a questionnaire in the form of distributing an interest in learning questionnaire, it has a percentage of 43%. This indicates that students' interest in participating in basketball game learning activities is on good criteria. Thus, there is good student interest in learning materials for basketball games in class XI SMKN 1 Tirtajaya Karawang.

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