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Survey Minat Mahasiswa Dalam Permainan Sepaktakraw Pada Mahasiswa PJKR FIKK UNM

Survey Of Student Interest In The Game Of Sepaktakraw Among PJKR FIKK UNM Students

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Abstract. This research aims to determine the level of interest of PJKR students in the sepaktakraw game. This type of research is descriptive analysis research. The population of this research is the total number of PJKR students. The research sample consisted of 30 people with a sampling technique, namely random sampling. The data collection technique uses a questionnaire. The data analysis technique used is descriptive statistics using computer facilities via the SPSS program. Based on the results of the analysis that has been carried out, it shows that interest in the Sepaktakraw game among PJKR FIKK UNM students is known to be in the very high category at 20%, in the high category with a percentage of 27%, in the medium category with a percentage of 23%, in the low category with a percentage of 17%, and in the very low category 13%. This shows that the level of interest in the Sepaktakraw game among PJKR FIKK UNM students is in the high category.

Keywords: Interest In The Game Sepaktakraw.

1 Introduction

Sports activities in Indonesia still require special attention and guidance, both in efforts to find new seeds and efforts to improve athlete performance. Sport is a necessity of life which is periodic in nature, meaning that sport as a tool to maintain and develop health, cannot be abandoned, meaning it must always be repeated and repeated (Iyakrus, 2012).

Sepak takraw is a game played on a rectangular, flat field, both in open (outdoor) and closed (indoor) areas. The players play a ball made of rattan using their entire body from the head, torso and feet, but cannot use their hands. Basically, sepak takraw is a combination of

soccer and volleyball. This sepak takraw skill game is seen in controlling the ball so that it does not fall on the ground and can return the ball to the opponent (Akasse, 2022).

The development of sepak takraw is very rapid, it can be seen that many people like this sport, both old people, young people and children, from university level to elementary school level. Various local competitions are often held to determine the level of development of the sport sepak takraw and to identify future talented athletes. According to Arifuddin Usman (2017) sepak takraw is a game that uses a ball (takraw) made of rattan and is played on a field measuring 13.42 m and 6.1 m wide. while Nur (2018) sepak takraw is performed by two teams facing each other on a field separated by a net that stretches across the field into two parts. Each team facing each other consists of 3 players who serve as tekong standing at the back, and two people as right flank and left flank (Rahmanda, 2019).

According to Husni Thamrin and Yudanto (2006: 6), the basic technical elements of playing takraw ball are kicking technique, playing with the head, playing with the chest, thigh and shoulder. According to Ratinus Darwis and Penghulu Basa (1992: 16), the basic techniques for playing sepaktakraw are: (1) Kicking, including; kickball, horse kick, gouge, tread, and badek football/simpuh football. (2) Heading, including; forehead, right side of head, left side of head, back of head. (3) Mendada, (4) Understand, and (5) Shoulder. Meanwhile, according to Fouzee as quoted in Husni Thamrin et al (1995: 6), the basic skills that need to be mastered by a player to play sepaktakraw are: sila football, horse kick, kick kick, tread, memaha, badek, mendada, shoulder, headbutt with the forehead, headbutt with the back of the head, headbutt with the right and left side (Samarayasa, 2016).

The activity of playing sepak takraw is closely related to interest, because the interest of students in the sepak takraw branch becomes a benchmark for carrying out this activity. According to Sidan (2023) interest is a psychological component that plays a role in encouraging a person to achieve the desired goal, so that he is willing to carry out activities around objects of interest. Having an interest in the object being studied will encourage people to learn something and achieve maximum learning results. According to Nopiyanto (2024) says that at all ages, interest plays an important role in a person's life and has a big impact on behavior and attitudes, because interest is a strong source of motivation to learn. Children who are interested in an activity, whether play or work, will try harder to learn compared to children who are less interested.

Preayani (2022) argue that there are several factors that influence interest, including: Environmental factor Included in these factors are the family environment and community environment. Someone who lives in an artistic family tends to have a fairly high interest in the arts.

The internal factor in the individual is a person's understanding of the benefits and usefulness of the knowledge/skills he learns. Someone who after students experience the teaching and learning process at school and the form of learning achievement is in the form of numbers/grades (yuresman, 2011).

2 Method

The method used in this research is descriptive. By using the survey method, actual information can be obtained about students' interest in the sepaktakraw game. A survey is a quantitative research approach that provides information about the past or present, beliefs,

opinions, traits, behavior and relationship factors and evaluates various hypotheses about these variables based on various expert points of view that have been put forward (Sugiyono., 2014). Usually this is done to draw generalizations from observations that are not in-depth, but the generalizations made can be more accurate if a "representative" sample is used. Therefore, researchers used descriptive research because the aim of this research was to find out how much interest students had in the sepaktakraw game. This research is a quantitative descriptive research using a questionnaire.

Provides the understanding that "population is a generalized area consisting of objects or subjects with certain magnitudes and characteristics which are placed by researchers to be studied and then drawn conclusions. The population in this study was all 57 PJKR FIKK UNM students. Sample is any method used to identify samples for research purposes. Based on the opinion above, what is meant by sample is a portion or representative of the population studied and the data obtained represents the population. So the sample in this study was 30 people. The sampling technique is simple random sampling, where sampling is done using a lottery technique.

3 Result

The overall survey of student interest in participating in the Sepaktakraw Game was measured using a questionnaire consisting of 30 statements. The research results of 20 respondents in this case will later be included in the assessment table. The overall data obtained from respondents is as follows

Tabel 1. Score Data Obtained from Samples

N	30
Average	172.10
Max Value	138
Min Value	114
Median	152.50
Mode	124
Standard deviation	6.820

Interest in the Sepaktakraw game among PJKR students was measured using a questionnaire consisting of 30 questions consisting of intrinsic and extrinsic factors with a score range of 1 - 5, so that an ideal score range was obtained between 138 - 114. After the data was tabulated, scored and analyzed with the help of MS software Exel and SPSS 20.0, from the research results obtained minimum value = 114, maximum value = 138, average (mean) = 172.10, median = 152.50, mode = 124, standard deviation = 6.820.

4 Discussion

Student interest in research on interest in participating in sports activities is about students' tendencies or desires which are influenced by internal factors which include attention,

feelings of joy, and activities as well as external factors, namely coaches, facilities and infrastructure, family and environment. With high interest, students will be encouraged to work to achieve their goals and objectives because they are confident and aware of the goodness, importance and benefits. For students, this interest is very important because it can move students' behavior in a positive direction so that they are able to face all demands, difficulties and bear risks in their studies. Interest can determine whether or not you are good at achieving goals, so the greater the interest, the greater the success in learning. Interest as an inner factor functions to give rise to, underlie and direct learning actions. A person with great interest will try hard, appear persistent, not want to give up and actively participate in learning.

It can be seen that the level of student interest in the Sepaktakraw Game is in the very high category with a percentage of 20%, in the high category with a percentage of 27%, in the medium category with a percentage of 23%, in the low category with a percentage of 17%, and in the very low category 13%. This shows that the level of interest in the Sepaktakraw game among PJKR FIKK UNM students is in the high category.

5 Conclusion

Based on the results of the analysis that has been carried out, it shows that interest in the Sepaktakraw game is in the very high category with a percentage of 20%, in the high category with a percentage of 27%, in the medium category with a percentage of 23%, in the low category with a percentage of 17%, and in the very high category. low 13%. This shows that the level of interest in the Sepaktakraw game among PJKR FIKK UNM students is in the high category.

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