TURNITIN DEVELOPMENT OF LECTORA INSPIRE INTERACTIVE MEDIA FOR VIDEO-BASED

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PENGEMBANGAN MEDIA INTERAKTIF LECTORA INSPIRE UNTUK PEMBELAJARAN BOLA BASKET BERBASIS VIDEO: PRAKTIS DAN EFEKTIF

DEVELOPMENT OF LECTORA INSPIRE INTERACTIVE MEDIA FOR VIDEO-BASED BASKETBALL LEARNING: PRACTICAL AND EFFECTIVE

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Abstrak

Tujuan Penelitian ini untuk mengetahui praktikalitas pengembangan media interaktif *lectora inspire* pada pembelajaran bola basket berbasis video. Penelitian ini menggunakan deskriptif kuantitatif, dimana mendiskripsikan hasil dari angket yang di isi oleh siswa. Populasi dan sampel penelitian ini kelas XI SMA Al Azhar Syfa Budi Pekanbaru II yang berjumlah 45 orang. Prosedur penelitian ini menggunakan instrumen angket dengan 4 indikator yakni materi, media pembelajaran, penggunaan media pembelajaran dan bahasa dengan reliabelitas 0,679. Instrumen dalam penelitian ini menggunakan kuesioner yang sudah valid melibatkan berbagai pakar dibidang IT, guru pendidikan Jasmani, dosen Pendidikan Jasmani. Dan telah dilakukan ujicoba instrumen melibatkan sampel sejenis. Teknik analisis data menggunakan dengan teknik deskriptif kuantitatif dengan persentase. Berdasarkan analisis data yang telah dilakukan pada kelas XI SMA Al Azhar Syfa Budi Pekanbaru II terdapat rata-rata 77,52% dengan kategori tinggi. Implikasi dalam penelitian ini bisa digunakan oleh guru pendidikan jasmani dan siswa, sebagai alternatif pembelajaran. Diharapkan nantinya muncul kreatifitas dan inovasi baik bagi pendidik maupun peserta didik dalam berkolaborasi mencapai tujuan pembelajaran. Temuan di lapangan menjelaskan bahwa dengan menerapkan pembelajaran menggunakan media *lectora inspire* terbukti banyak yang tertarik mempelajari bola basket dan karna keunikan konten, dan inovasi membuat imajinasi siswa berkembang sehingga siswa di lpangan bisa mencontoh atau mempraktekkan teknik dasar dengan benar.

Kata kunci: media interkatif; lectora inspire; bola basket; berbasis video; praktikalitas

Abstract

This research aims to determine the practicality of developing Lectoraspire interactive media in video-based basketball learning. This research uses quantitative descriptive, which describes the results of the questionnaire filled out by students. The population and sample of this research was class XI SMA Al Azhar Syfa Budi Pekanbaru II, totaling 45 people. The research procedure uses a questionnaire instrument with 4 indicators, namely material, learning media, use of learning media, and language. The instrument in this research uses a valid questionnaire involving various experts in the IT field, physical education teachers, and physical education lecturers. Instrument testing has been carried out involving similar samples. The data analysis technique uses quantitative descriptive techniques with percentages. Based on data analysis carried out in class XI SMA Al Azhar Syfa Budi Pekanbaru II, there was an average of 77.52% in the high category. The implications of this research can be used by physical education teachers and students, as an alternative learning. It is hoped that creativity and innovation will emerge for both educators and students in collaborating to achieve learning goals. Findings in the field explain that by implementing learning using Lectoraspire media, it is proven that many people are interested in learning basketball, and because of the unique content and innovation, students' imaginations develop so that students in the field can imitate or practice techniques correctly

INTRODUCTION

Learning methods that are innovative and responsive to technological developments are becoming increasingly important to meet the learning needs of modern students. Teachers and students must innovate in using technology to design education (Kumar et al., 2008). One platform that exploits the potential of interactive media, especially video-based, is Lectora Inspire. Lectora Inspire-based learning media shows practicality and adaptability to various levels of education and subjects (Purnomo, 2021). Currently, basketball learning is mostly done using conventional methods with a monotonous teaching style that's all, without innovation and integration using technology. Researchers are trying breakthroughs in how to implement basketball learning using technology-based media (Koh et al., 2020).

Basketball is a sport that requires special skills in terms of game techniques, tactics, coordination, and team communication (Lopes et al., 2015). Basketball consists of five players (Sulistianta et al., 2022; Courel-Ibáñez et al., 2017; Isnaini et al., 2022; Candra, 2020). The better a basketball player dribbles, shoots, and passes, the higher his success (Gryko et al., 2020; Sampaio et al., 2010). However, with advances in technology using the interactive media Lectora Inspire has great potential to expand and enrich students' learning experiences.

The development of Lectora Inspire interactive media in video-based basketball learning is an innovative step that can improve the quality of learning (Belt & Lowenthal, 2021). The role of interactive media in enhancing learning in various sports (Gretter & Yadav, 2018). Previous research shows that the use of Lectora Inspire in developing interactive learning media has succeeded in increasing students' understanding of concepts (Wibawa et al., 2017). Apart from that, the use of interactive learning media with Lectora Inspire has also been proven effective in improving students' analytical skills (Shalikhah et al., 2017). This shows the great potential of using Lectora Inspire to improve the quality of learning. Furthermore, (Johnson et al., 2023) research provides a more direct perspective regarding the practicality of using interactive media, especially in the context of basketball training.

The use of Lectora Inspire interactive media in video-based basketball learning has been proven effective in increasing students' understanding, skills, and learning motivation (Fajrina et al., 2018). Previous research shows that the use of video tutorial-based learning media has proven effective in increasing understanding of concepts (Nurdin et al., 2019; Hikmi et al., 2020). Apart from that, the use of Lectora Inspire in developing interactive media has also been proven to improve the skills of educators in improving school quality (Nurhalimah & Nuraini, 2022). Apart from that, research (Simorangkir & Sembiring, 2018; Putri & Jumadi, 2021). The results of analysis using the Independent Sample T-Test also show that interactive learning media based on Lectora Inspire can improve students' analytical skills (Putri & Jumadi, 2021).

The development of the Lectora Inspire application for basketball material has also been proven effective in improving students' understanding and skills (Ferdiansyah et al., 2022). Previous researchers explained and proved that learning is more effective if using video media (Bangun, Nasution, Sihombing, 2023). To develop interactive media for learning basketball based on videos, it is important to consider the effectiveness of the media in enhancing the learning experience (Fepriyanto et al., 2022). Video tutorials and animations have been found to increase student engagement and subject understanding, making them effective tools for educators (Fepriyanto et al., 2022; Sandiwarno, 2016).

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Integrating technological advances in sports education has been recognized as a valuable approach to enhancing the learning experience belajar (Aldiansyah & Winarsih, 2022; Sari, 2021; Hakim et al., 2021). Video-based learning media has proven effective in increasing students' interest and understanding of various subjects (Sunami & Aslam, 2021; Isnaini et al., 2023). The research results show that interactive learning media based on Lectora Inspire can increase students' conceptual understanding, interest in learning, and motivation in various subjects, especially physical education (Mudinillah, 2019; Liu, 2022).

The importance of this research lies in its contribution to improving the quality of basketball learning through the use of interactive technology, namely Lectora Inspire. By paying attention to practical issues, it is hoped that this research can make a significant contribution to the development of innovative and effective learning methods. The novelty of the research lies in the learning-teaching media using Lectora Inspire media, which has never been done by previous researchers in basketball subjects. What differentiates it from other media is that the media is more interactive and innovative with interesting content. Through this approach, it is hoped that learning basketball can become more interesting and effective for students. In this context, the research will provide a brief overview of the practical issues of using Lectora Inspire in developing interactive learning media for basketball learning. This research approach will use the development study method to produce a comprehensive understanding of the practicalities of using Lectora Inspire in the context of basketball learning. For this reason, this research will provide an in-depth understanding of the practicalities of using Lectora Inspire to improve the quality of basketball learning.

For this reason, the development of Lectora Inspire interactive media for basketball learning based on videos, tutorials, animations, and applications has great potential to improve the quality of learning and enrich students' learning experiences. Through this innovative approach, it has proven effective in improving students' mastery of basketball skills. This means that learning objectives can be achieved in terms of improving students' technique, physique, and skills in studying basketball material.

METHOD

The method used in this research uses a quantitative descriptive approach. Quantitative descriptive research is a research approach that aims to describe or describe observed phenomena systematically, factually, and accurately based on quantitative data (Ahmad et al., 2019). This approach is used to identify and analyze relationships between variables in a research object. Quantitative descriptive research does not involve manipulating independent variables, but instead focuses on observing and measuring existing phenomena.

Population is the totality of units or individuals whose characteristics are to be studied, and these units are called units of analysis, which can be people, institutions, objects, natural phenomena, and so on (Winarno, 2013). In this study, the population was all class XI students at SMA Al Azhar Syfa Budi Pekanbaru II, totaling 45 students. According to (Candra, 2020) the sample is part of the number and characteristics of the population. If the population is large, researchers can't research everything in that population, for example, due to limited energy, time, thought, and money. The sampling technique in the research was total sampling, that is, the entire population was sampled. Therefore, the sample in this study was all class XI students of SMA Al Azhar Syfa Budi Pekanbaru II.

The instruments used in this research were questionnaires and interviews which contained a series of questions that were following the research objectives and questions and did not make it difficult for the respondents. To obtain data in this research, the measurement scale used was a Likert scale, with a score assessme The instruments in this research consist of 4 indicators, namely material, learning media, use of learning media, and language. The

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questionnaire used consisted of 20 statements, and this questionnaire had been applied to previous researchers with a level of statistical reliability with a Cronbach alpha of 0.679.

Data analysis used in the research used quantitative descriptive analysis with percentage techniques. The research results, which are in the form of statements with scaled answers, are converted into scores, which can then be given as percentages. Next, after obtaining the percentage, it is then converted to qualitative standards or by stating percentage criteria.

RESULT

This research aims to develop innovative and effective learning media to improve students' understanding and skills in video-based basketball. Lectora Inspire was chosen as the platform because of its extraordinary ability to integrate multimedia elements such as video, text, audio, and animation, which can enrich the student learning experience. The development of this research using ADDIE was developed using Analysis, Design, Development, Implementation, and Evaluation. After the media is created, it continues with a practicality test. The following is an example of figure 1, 2, 3, and 4.

Figure 1. Lectora's main profile

Figure 2. Three basic basketball techniques

Figure 3. Various types of basketball dribbles

Figure 4. Basketball dribbling video

As shown by several Figures displayed above which show the various menus available during development, starting with introduction, materials, developer profile, and learning videos. In addition, in the material menu, students can find theoretical material to improve their knowledge of theory and to better understand basic basketball techniques in practice. Apart from that, there is a learning video menu that combines several theories that have been presented in the material menu. For this reason, the Lectora Inspire practicality test was carried out on students using a questionnaire.

Data from practicalization using Lectora Inspire media in basketball learning using four indicators including material indicators, learning media presentation indicators, learning media usage indicators, and language indicators. The explanation of the four indicators can be seen in the following explanation:

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1. Material indicators

In the material indicators that have been researched the sample of which is 45 students, from the four statements in the material indicators, those who answered strongly agree was 104, with a score of 416 with a percentage of 66.56%, those who answered agree were 104. 60 obtained a score of 180 with a percentage of 28.80%, those who answered disagree totaling 13 received a score of 26 with a percentage of 4.16%, and those who answered strongly disagree totaling 3 received a score of 3 with a percentage of 0.48%. . For this reason, the material indicator of practical achievement is in the practical category with 77.63%. These results can be seen in the following table:

Table 1. Material Indicators

Interval	Answers (n)	Total (n)	Percentage	Achievement	Category
Strongly agree	104	416	66,56%		
Agree	60	180	28,80%		
Don't agree	13	26	4,16%	77,63%	Practicable
Strongly Disagree	3	3	0,48%		
Total	180	625	100%		

Source: Processed Data 2023

2. Learning media presentation indicators

In the learning media presentation indicators that have been researched and the sample is 45 students, from the five statements in the learning media presentation indicators, 105 people answered strongly agree with a score of 420 with a percentage of 54.83%, those who answered agree totaling 105 obtained a value of 315 with a percentage of 41.12%, those who answered disagree totaling 14 received a value of 28 with a percentage of 3.65%, and those who answered strongly disagree totaling 3 received a value of 3 with a percentage 0.39%. In this case, from the indicators on the use of learning media, the practical achievement is in the practical category with 77.13%. These results can be seen in the following table:

Table 2. Indicators of Learning Media Presentation

Interval	Answers (n)	Total (n)	Percentage	Achievement	Category
Strongly agree	105	420	54,83%		
Agree	105	315	41,12%		
Don't agree	14	28	3,65%	77,13%	Practicable
Strongly Disagree	3	3	0,39%		
Total	766	993	100%		

Source: Processed Data 2023

3. Indicators of Learning Media Use

In the indicators for the use of learning media that have been researched and from which there were 45 students as a sample, of the eight statements contained in the indicators for the use of learning media, 188 people answered strongly agree (SS) with a score of 752 with a percentage of 60.79%, those who answered agree (S) totaling 144 obtained a value of 432 with a percentage of 39.42%, those who answered disagree (TS) totaling 25 received a value of 50 with a percentage of 4.05%, and those who answered strongly disagree (STS) totaling 3 received a value of 3 with a percentage 0.24%. In this case, from the indicators on the use of learning media, the practical achievement is in the practical category with 77.45%. These results can be seen in the following table:

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Table 3. Indicators of Learning Media Use

Interval	Answers (n)	Total (n)	Percentage	Achievement	Category
Strongly agree	188	752	60,79%		
Agree	144	432	34,92%		
Don't agree	25	50	4,05%	77,45%	Practicable
Strongly Disagree	3	3	0,24%		
Total	1237	1597	100%		

Source: Processed Data 2023

4. Language Indicator

In the language indicators that have been researched and from which there were 45 students in the sample, from the three statements in the language indicators, it was found that those who answered strongly agree were 79 with a score of 316 with a percentage of 66.53%, those who answered agree were 49 with a percentage of 147. 30.95%, 5 people who answered disagree got a score of 10 with a percentage of 2.10%, and 2 people who answered strongly disagree got a score of 2 with a percentage of 0.42%. In this case, the language indicator of practical achievement is in the practical category with 77.86%. These results can be seen in the following table:

Table 4. Language indicators

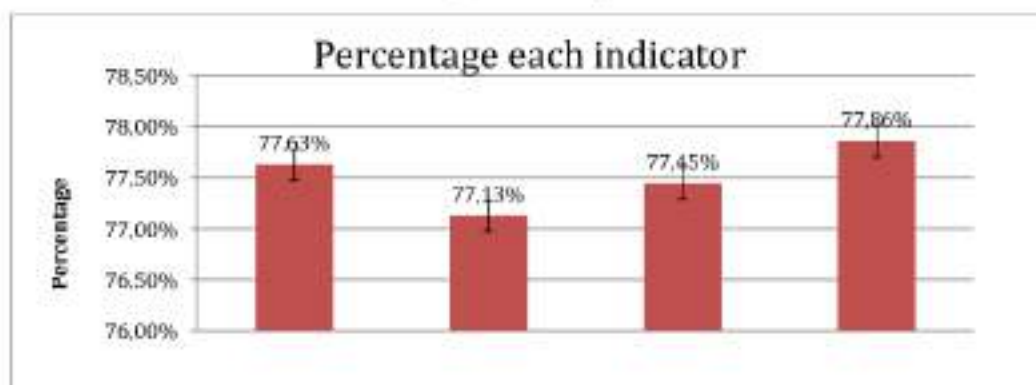| Interval	Answers (n)	Total (n)	Percentage	Achievement	Category
Strongly agree	79	316	66,53%		
Agree	49	147	30,95%		
Don't agree	5	10	2,10%	77,86%	Practicable
Strongly Disagree	2	2	0,42%		
Total	475	610	100%		

Source: Processed Data 2023

After looking at the four indicators that have been studied above, the average results obtained from the four indicators are in the practical category. This is proven by the average of the four indicators stated above obtaining a score of 77.52%, this criterion is in the practical category, thus the Lectora Inspire interactive media developed is suitable for use in the practical aspect. The following can be seen in the table below:

Table 5. Percentage recapitulation per indicator

Indicator	Percentage	Category
Material	77,63%	Practicable
Presentation of Learning Media	77,13%	Practicable
Use of learning media	77,45%	Practicable
Language	77,86%	Practicable
Average	77,52%	Practicable

This data can also be seen in the diagram shown below:

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Graph 5. Percentage each indicator

DISCUSSION

This research sharply focuses on the integration of interactive media, especially with the use of the Lectora Inspire multimedia creation tool. This integration is designed to create a more dynamic and engaging learning experience in the context of basketball learning. The integration of interactive media, especially through Lectora Inspire, creates a more dynamic learning experience (Shalikhah, 2016). The variety of interactive features on this platform allows students to be actively involved, making learning more interesting and responsive. Lectora Inspire, as a multimedia tool, was chosen to support this integration (Wang et al., 2022). The diversity of features and ease of use of this tool provide flexibility in developing learning materials that suit the characteristics of basketball learning.

Video-based content is taking center stage, showing a trend toward leveraging visual and audio elements to provide a more immersive and engaged learning experience. This approach reflects an awareness of the learning preferences of modern students. This research from (Guo et al., 2014) marks a shift in focus towards deeper learning experiences through the use of video-based content. Videos can convey information more engagingly and memorably, providing an extra dimension that is difficult to achieve with conventional learning methods. Furthermore, research by (Çevik & Duman, 2018) about video-based content combines visual and audio elements, creating a more engaging learning experience. The combination of moving images, sound, and text can stimulate sensory multiplex, helping students understand and remember information better. Which ultimately affects student learning outcomes in basketball learning.

Examining the current findings in light of the existing literature reveals the unique contribution of the video-based Lectora Inspire approach. This study builds on previous research (Kirschner et al., 2006) highlighting the unique contribution of the video-based Lectora Inspire approach in basketball learning. An in-depth literature review has been carried out to see how Lectora Inspire has been used in education, especially in the context of learning sports such as basketball (Veisbergs, 2022). The research findings highlight the specific benefits and challenges associated with implementing video-based Lectora Inspire in basketball instruction. Literature review references help compare findings with previous research (Mayer, 2019). The literature review emphasizes critical aspects relevant to the video-based Lectora Inspire approach. How recent literature identifies key factors that can influence the success or failure in implementing this multimedia tool (Hattie et al., 2007).

Based on the practicality of developing interactive learning media using Lectora Inspire for basketball learning videos, it can be seen that Lectora Inspire has been widely used and recognized in various educational environments. The development of interactive learning media using Lectora Inspire has been proven to provide practical and effective solutions to

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improve the learning experience (Ristiani et al., 2020). In addition, Lectora Inspire has been recognized for its simplicity and easy-to-use features, making it practical for educators, especially beginners, to create interesting learning materials (Karnoto et al., 2023; Amilia & Untari, 2021; Murtini et al., 2020). The application of Lectora Inspire is associated with increasing student interest and enthusiasm in the learning process, as evidenced by high student responses and increased learning outcomes (Rahmayanti, 2020). In addition, the use of Lectora Inspire has been recognized for its ability to facilitate independent learning, critical thinking, and the development of complex skills among students (Putri & Jumadi, 2021).

Researchers further explained that the practicality of Lectora Inspire in developing interactive learning media has been highlighted in the context of multimedia and technology-based education, including subjects such as physics, mathematics, and social sciences (Herdiyanto et al., 2020; Nurdin et al., 2019; Firmansyah, 2019). The development of interactive learning media using Lectora Inspire has proven valid, practical, and effective in increasing students' understanding and involvement in various subjects (Astriani et al., 2021). In addition, the application of Lectora Inspire has been recognized for its ability to improve learning outcomes and provide practical solutions for educators in delivering interesting and effective teaching (Rahmayanti, 2020; Nursidik & Suri, 2018). One study (Ibrohim, 2023) discusses innovative teaching strategies to improve basic movement skills in basketball.

Other relevant research conducted by (Shalikhah et al., 2017; Permatasari et al., 2020) explored the use of interactive Lectora Inspire as an innovative learning tool in basketball that can be compared with Lectora Inspire-based approaches to identify the most effective teaching tools. Apart from that, research (Latifah et al., 2020) discusses the development of interactive learning media using the Lectora Inspire application. The findings of this study can be compared with other studies to evaluate the impact of interactive media on basketball learning outcomes. By comparing these studies with previous literature regarding basketball education, a comprehensive analysis can be carried out to determine the advantages and disadvantages of using Lectora Inspire media in basketball learning.

This research provides a deeper understanding of how Lectora Inspire can be optimized to improve the student learning experience. This includes interactive elements that can increase engagement and understanding of key concepts in basketball learning. This contribution can not only be applied in developing learning materials but also in designing learning approaches that are more relevant to the specific characteristics of basketball. By exploring practical elements, this research provides insight into how Lectora Inspire can be applied effectively in active learning. It includes strategies for building student engagement with content, creating surmountable challenges, and increasing student participation in the learning process.

The results of this research provide direct implications for learning practices in the field of basketball. Teachers and instructors can use these findings to enrich their learning approaches with interactive media, especially through the use of Lectora Inspire, to better achieve learning goals. One of the main limitations of this research is the potential technical obstacles in implementing Lectora Inspire. Factors such as hardware, internet connectivity, or software limitations that cannot always be fully overcome can impact the continued and consistent use of these tools. These limitations arise from individual differences in learning ability, motivation, and level of experience with technology. This variability can influence the extent to which students can access and effectively utilize interactive media, such as Lectora Inspire.

This research provides a deeper understanding of how Lectora Inspire can be optimized to improve the student learning experience. This contribution can not only be applied in developing learning materials but also in designing learning approaches that are more relevant to the specific characteristics of basketball. Technical obstacles in implementing Lectora

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Inspire, such as software compatibility, limited hardware access, and inadequate technical support, can have a significant impact on the generalizability of basketball education research findings. These limitations affect the results of the study and the generalizability of the findings. The impact of technical obstacles on the implementation of Lectora Inspire may interfere with the generalization of research results and the interpretation of findings in diverse basketball education contexts.

Although this research provides a valuable contribution, there is a need for further research that can deepen understanding regarding the effectiveness and practicality of the long-term use of Lectora Inspire. This will help develop practical guidelines and broaden horizons on the application of multimedia in basketball learning. By discussing these elements, this research not only provides in-depth insight into the use of Lectora Inspire in the context of basketball learning but also sets the foundation for the development of learning approaches that are more innovative and responsive to student needs.

CONCLUSION

The practicality of developing interactive learning media using Lectora Inspire for video-based basketball learning is supported by the widespread use and introduction of Lectora Inspire in various educational environments. The application of Lectora Inspire has been associated with providing interesting, effective, and practical solutions to improve the learning experience in various subjects and levels of education, especially physical learning. For future researchers to be able to develop Lectora Inspire interactive media in the physical education learning process.

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