

Development of Sports Talent Identification Guidelines Sport Search Based On Technology

Abdul Malik¹, Sunardi², Deny Try Ardianto³

¹⁾ Magister Educational Technology, SebelasMaret University Surakarta, Indonesia

²⁾³⁾ Magister Educational Technology, SebelasMaret University Surakarta, Indonesia

ABSTRACT: One problem that always hinders performance in sports is that it is found that young athletes who are truly talented in the area. One of the instruments that support and is very important to achieve the highest achievement is the talent in the Karanganyar Regency especially in the Colomadu Subdistrict, currently the development of sports has not been maximized. Proven in the field with unsatisfactory results at the championship held at the district and provincial level. One step to overcome the lack of maximum achievement is the identification of sports talent from an early age that can be done by coaches, sports teachers at schools and even parents whose goal is to find the best seeds in the blood. Therefore, the right effort needs to be made to find the best seeds that must be done by coaches, sports teachers and even parents to achieve maximum achievement. Sport Search is one form or model of identifying students' sports talent that can be used. This research aims to produce a media to help sports teachers and coaches find talented athletes in the region. The method in this study uses the R&D method. The instruments used were interviews, questionnaires, and assessments. The data collection techniques in this study were three namely effectiveness, obtained through tests and student responses to the media guideline for identifying students' sports talent; validity, obtained through validation by media experts, academic experts, practitioner experts; validity, resulting from an assessment instrument by a media expert validator. The average value resulting from this research shows that the validity of 84%, the effectiveness of the media resulted from students' giftedness tests. Then the practicality of the media obtained from the validator assessment with a validity rate of 90%. After taking data through 10 sport search test items, then processed using the sport search application it was found that talents hidden by the children in SD Muhammadiyah excellent programs especially class V namely sprint running athletics, floor gymnastics, table tennis, volleyball, soccer basketball, futsal, long jump and judo. Based on the results of data retrieval in an effective media child to implement.

KEYWORDS : Media, Sport Talent Identification, Sport Search

I. INTRODUCTION

The development and advancement of technology currently experienced by the community, is no exception in the field of sports also follows developments. With its proven throughout Indonesia both in villages and in cities many sports facilities and facilities are available, buildings that can support to help maximize sports activities. With the large majority of Indonesian people who love to exercise, also want sports performance in Indonesia to be better, then the coaches and sports teachers need to follow up to find the right way out to achieve achievements, seek and foster talented children to bring up young athletes can be one of the long-term efforts to achieve the highest achievements.

In order to be more careful and thorough to find the seeds of talented athletes, sports teachers and trainers are required to follow the development of science and technology (science and technology). The coaches and trainers should keep abreast of developments in the field of sports so that they have the understanding and ability to find athletes seeds that can later achieve maximum performance. Next to find the seeds of talented athletes, coaches and sports teachers must take the right steps. All people must be able to understand and comprehend what elements are related to conduct child scouting with potential in sports. According to Yusuf Adisasmita and Aif Syarifudin (1996: 36) argued that "sports promotion, talent scouting and criteria for superior seeds are important elements that are understood and possessed by coaches and sports teachers to find superior children.

But especially in the area of Colomadu Subdistrict Karanganyar Regency at present the development of the sport is not good enough, as evidenced in the field at the elementary school level the athletes of the District of Colomadu get less than optimal results at events held at the Karanganyar Regency level. Proven at

the elementary school level at the district level, the Colomadu area has not gotten maximum results. Events held at the Karanganyar Regency level include: Regional and Public Sports Week (POPDA) at the school and public level, Championships held by the regents and private championships held around Karanganyar Regency. Colomadu sub-district in the field of sports needs special attention for coaches, coaches and sports teachers because they see the results obtained are not good.

Coaches, coaches and sports teachers need to take the right steps, including the need to conduct talent scouting of students from an early age to discover the talents of children who have potential in sports. Therefore, teachers, trainers and sports teachers must find the right way to get these potential children, and then coaching or training is held. The absence of a model for identifying talent in the field of sports by coaches, sports teachers and coaches, especially in the Colomadu District area, at present students is one of the factors causing the achievement not yet maximized. Sport Search can be a model or form of talent scouting that can be used to identify talent in children in the Colomadu area.

Sport Search is a unique and innovative approach to help children (aged between 11-15 years), so they can make decisions based on information about sports, not only interesting but also in accordance with the child. M. Furqon & Muchsin Doewes (2002: 1) explained that the sport search method is "An innovative and unique model that aims to help children aged between 11-15 years to be able to make decisions based on information about sports". Then M. Furqon H (2002: 2) itself also explains another form of understanding that the sport search method is "A method of identifying talents consisting of 10 test items aimed at helping children, to find children's potential in sports that are tailored to the characteristics and potential of children".

Furthermore, this is an initiative that contributes to the education and development of children by emphasizing fun, fair play, skills development, quality teaching, maximum participation, equal access and opportunities for leadership in sports.

Tests carried out by the Sport Search method. Sport Search is a talent identification model consisting of 10 types of tests that aim to help children (ages 11-12 years), to find the child's potential in exercise that is adjusted to the characteristics and potential of the child, the ten items are: height, weight, sitting height, arm span, throwing catch, tennis ball, basketball throwing, upright jumping, agility running, 40-meter running, multi-stage running.

Sport Search can provide recommendations on what sports are popular with children and adapted to their skills profile and is likely to achieve maximum performance if supported by good coaching and advice. Sport search can provide an overview of any sport included in the program and information regarding how to contact organizations engaged in sports if the child is interested in knowing something about sports.

II. HEADINGS

This type of research is research and development (Research and Development), which was carried out in the Colomadu area of Karanganyar Regency. A limited trial was conducted on a sports teacher in one of the villages in Colomadu District. Class V students became the subject of this study with the media guide to identifying sports talent.

This research is expected to produce a media guide to identifying sports talent that will be given effectively, practically and validly so as to support sports teachers to find the best sports talents of their students.

This study refers to the Borg and Gall development model. The Borg and Gall model with steps aimed at better and more effective product development. There are 9 stages of the Borg and Gall model, namely needs analysis, theoretical study, initial product manufacturing, expert evaluation, phase 1 trials, product revision 1, phase 2 trials, product revision 2, product effectiveness tests. The data collection instruments used in this study were three namely questionnaire, validation sheet and test results. To measure the validity of the media created by researchers using a validation sheet. One of the expert validators and one practitioner validator to assess the validity of the media created. Next the researcher uses a test to assess the effectiveness of the media. Researchers also use questionnaires to assess the practicality of the media that has been made. A media is called practical if it has indicators, where the validator says that learning media can be used with little or no revision.

a. Media Validity Analysis

The assessment of two expert validators has aspects namely text, image or photo, audio and video audio.

Percentage	Explanation
80 % - 100 %	Valid/ used
60 % - 79 %	Valid Enough/ used
50 % - 59 %	Less Valid/ replaced
< 50 %	Invalid/ replaced

The results of this assessment can be used to assess validity because the three validators are people who are competent in their fields. Then there is a revision of the media talent identification guide conducted until a valid media is produced.

b. Media Effectiveness Analysis

From the results of the students' giftedness test items after being processed using a sports search application, talented seeds were found in the Muhammadiyah Primary School.

c. Practicality Analysis of Media

If the results of the validator's evaluation state that this technology-based sports talent identification media can be used with little or no revision, then this technology-based talent identification media can be said to be practical. Assessment given by the validator through a questionnaire which contains an assessment of multimedia-based learning media (Yamasari, 2010).

III. INDENTATIONS AND EQUATIONS

This media research guide to identifying sports talent based on technology is a research development using the Borg and Gall model. The Borg and Gall development model consists of 9 stages, namely needs analysis, theoretical study, initial product manufacture, expert evaluation, stage 1 trial, product revision 1, stage 2 trial, product revision 2, product effectiveness test.

a. Requirements Analysis

The needs analysis process includes some of the processes that will be carried out so that they finally reach a conclusion at this stage. The initial stage conducted by researchers in the initial stage is determining the main problems that exist on the subject. The method used by researchers in obtaining the subject matter that occurs is the method of interviews with related parties such as trainers, sports teachers in elementary schools / equivalent in the Colomadu District of Karanganyar Regency. The interview process conducted by the researcher was preceded by an observation process of several meetings. From this observation process a schedule of meetings with several related parties was determined, including training and sports teachers. Interviews are conducted during routine training and during the sports teacher association in the area so that researchers can obtain complete information. The questions in the interview process begin with the athlete's search, coaching and obstacles in the field.

The results of the interview resulted in several conclusions including the training process that was going well, this can be seen from the activities of the training process carried out namely physical training and technical training. Variations in training in basic techniques have also been given to give pleasure in the exercise so that it does not get bored in the training process. The use of training innovations that have never been done makes the training process less attractive and difficult to understand for potential athletes.

As for the obstacles that are often encountered in the field by sports teachers is not yet found athletes who can really compete at the district level. In addition, many children who channel their sports talent are not in place, just because they are happy with the sport they then coaching and practicing there. As a result, it takes a long or long time to achieve the highest achievements, so the need for a media guide is made to identify technology-based children's sports talent in finding the right sports talent in the district of Colomadu so that it can compete at the district or provincial championship level.

Researchers hope that the products produced can help sports teachers and trainers bring Colomadu Sub-district to achieve at the Regency, Provincial and even National levels, especially in sports.

b. Theoretical review

The product development phase consists of an assessment of supporting theories about media guidelines for identifying children's sports talent early on as well as the stage of drafting the initial product development draft. A theoretical study is needed to underpin the preparation of the product, which in this case is the product development of the Media Sport Identification Talent Guidance Guide based on Sport Search Technology. Theories used are theories of knowledge about sports, identification of children's sports talents, and aspects supporting the theory of exercise.

c. Creation of Initial Products

After going through the design and production process, the initial product development of the Sport Talent Identification Guide Media Based on Sport Search Technology is produced. In accordance with the steps in the process in the discovery of sports talent, the initial product draft development of the Media Sport Identification Talent Guidance Guide Based on Sport Search Technology is as follows: knowledge material about sport search, management material for carrying out sport search talent identification test, talent identification test item material sport search sports.

The following will present an initial product draft media development guide to identifying sport talent based on sport search technology for sports teachers as a reference to find talented athletes in an elementary school / equivalent before being validated by media experts and material experts.

d. Expert Evaluation

1) Data from Media Expert Evaluation Results

The media expert in this development product is Dyah Arum Ripdianti, S. Pd. M. Pd who is the Principal of the Muhammadiyah 7 Junior High School, ColomaduKaranganyar Regency.

Table 4.1 The Result of Evaluation of the Media Expert

No	Component of Scoring	Score Result	Score Maximum	Percentage	Category
1	Text	18	20	90 %	Valid
2	Picture/Photo	23	25	92 %	Valid
3	Audio Sound	7	10	70 %	Valid Enough
4	Video	24	30	80 %	Valid
	Total	72	85	84 %	Valid

The results of the evaluation of the media experts for the assessment component which contains aspects of text, images / photos, audio sounds, videos obtained 84% of the overall conclusions for the feasibility of the product. Based on the established criteria, it can be concluded that the media product of the identification guide of children's sports talent based on sport search technology is quite valid and can be used. This is because the results of the data are in the range of 70-95% for product classification.

Based on these results, researchers continue the research development to the next stage. However, inputs from media experts are also recommended in order to increase the quality of the product to be tested.

2) Academic Expert Results Data

Academic experts in this development product are Drs. Sunardi, M. Kes, who is a Lecturer and Head of the Study Program in the Department of Sport and Health Education, SebelasMaret University, Surakarta.

Table 4.2 The Result of Evaluation of Academic Expert

No	Component of Scoring	Score Results	Score Maximum	Percentage	Category
1	Aspect of Appropriateness	46	55	83 %	Valid
2	Aspect of Significance	44	55	80 %	Valid
3	Aspect of Safety	47	55	85 %	Valid
4	Aspect of Implementation	50	55	90 %	Valid
	Total	187	220	85 %	Valid

The results of the evaluation of academic experts for the assessment component that contained aspects of conformity, usefulness, safety, and aspects of implementation were obtained 85% of the total for the conclusion of the feasibility of the product. Based on the established criteria, it can be concluded that the media product of the identification guide of children's sports talent based on sport search technology is valid and can be used. This is because the results of the data are in the range 80-100% for the classification of product eligibility.

3) Data from Media Expert Evaluation Results

Researchers use expert practitioners aim to increase the quality of the product being developed. Expert practitioners in this development product are Rewang, S.Pd. who is the Chairperson of the Sports KKG Colomadu District, Central Java.

Table 4.3. The Result of Evaluation of Practitioners Expert

No	Component of Scoring	Score Result	Score Maximum	Percentage	Category
1	Aspect of Appropriateness	48	55	87 %	Valid
2	Aspect of Significance	52	55	94 %	Valid
3	Aspect of Safety	50	55	90%	Valid
4	Aspect of ofImpementation	50	55	90 %	Valid
	Total	200	220	90 %	Valid

The results of expert practitioner evaluations for the assessment component which contained aspects of conformity, usefulness, safety, and feasibility aspects were obtained 90% of the total for the conclusion of the feasibility of the product. Based on the established criteria, it can be concluded that media products that guide

the identification of children's sports talent based on technology are valid and can be used. This is because the results of the data are in the range 80-100% for the classification of product eligibility.

e. Small Group Trials

At this stage, the researcher used the subject of elementary / equivalent teachers in ColomaduSubdistrict, Karanganyar Regency, totaling 4 teachers. The implementation of small group trials is in the first week of July 2019 at Colomadu Elementary School in Karanganyar Regency. The implementation of a small group trial begins with the researcher explaining the mechanism in explaining the purpose of the activity and filling out the questionnaire.

Table 4.4. The Presentation of Quantitative Data of the Result Testing on Small Group

No	Aspect of Evaluation	($\sum X$) N=4	($\sum Xi$)	Percentage (%)
1	Aspect of Understandable	44	60	73 %
2	Aspect of Implementation	45	60	75%
3	Aspect of Attractiveness	45	60	75%
4	Aspect of Expediency	50	60	83%
	Total	184	240	76%

f. Product Revision 1

In table 4.4 it can be explained that the results of the small group test in this research development can be said to be valid and appropriate. Of course this refers to the criteria used by researchers. So that the conclusions that have been made at this stage are based on theory and valid data. After researchers obtain data and input from the subject and the trainer.

g. Large Group Trial

Evaluations made from the results of previous tests serve as a reference material for conducting the next stage. The implementation of this stage was carried out in May 2019 in a multipurpose building in ColomaduSubdistrict, Karanganyar Regency. The number of subjects used in this stage was 13 elementary / equivalent sports teachers in ColomaduSubdistrict, Karanganyar Regency. As in the small group test stage, the researcher gives an explanation to the subject about filling out the questionnaire.

Table 4.5. The Quantitative Data Presentation of Big Group Testing Result

No	Aspect of Evaluation	($\sum X$) N=12	($\sum Xi$)	Percentage (%)
1	Aspect of Understandable	150	180	83 %
2	Aspect of Implementation	161	180	89%
3	Aspect of Attractiveness	157	180	87%
4	Aspect of Expediency	163	180	90%
	Total	631	720	83%

h. Product Revision 2

The results of the responses of the subjects after the implementation of extensive trials obtained the conclusion that the product design compiled by researchers can be accepted if the subjects and then can proceed to the effectiveness testing stage. These conclusions are obtained from all stages of the evaluation and analysis conducted by researchers. In addition, the response from the experts is data that supports the conclusion of the product design.

i. Product Effectiveness

Test The effectiveness test was carried out on grade IV students at SD MuhammadiyahGedongan Main Program, ColomaduSubdistrict, Karanganyar Regency with the aim of knowing the effectiveness level of development products to be formulated into final product results and further utilization for the application of media guidelines to identify sports talent in the future.

NO	NAMA	TB	TD	BB	RL	LTB	LBB	LT	LK	L40M	LMT
1	Amanda M	133	75	35,7	132	4	2,37	202	19,50	7,6	4,08
2	Anwar B	124	71	21,9	125	3	2,47	189	18,48	7,10	5,04

3	Annisa R	131	74	24,4	134	0	2,47	199	21,83	8,81	3,01
4	Aulia A	137	78	47,2	138	1	3,08	197	22,59	7,18	2,08
5	Daffa I	137	78	37,9	136	13	3,82	206	20,28	8,16	3,03
6	Fattah B	144	79	29,8	149	12	3,82	217	19,73	7,13	3,02
7	Fuad A	154	86	67,7	154	6	3,37	224	21,48	8,49	2,03
8	Ghazi M	131	73	45,4	132	3	3,30	190	24,21	8,34	2,03
9	Habib S	135	77	46,3	138	5	2,80	198	23,88	8,50	2,03
10	Husna A	136	74	31,6	143	7	2,60	203	19,15	7,29	2,07
11	Janitra C	140	78	40,4	145	7	2,50	207	21,23	8,75	2,07
12	Makaila A	141	79	41,4	145	8	2,60	210	22,22	8,16	2,07
13	M. Yafi	132	75	43,3	137	2	3,10	198	20,28	7,29	3,07
14	Naia S	129	70	27,1	135	4	2,50	199	22,50	7,04	4,04
15	Nadya	131	71	220	132	9	2,73	194	22,30	8,28	4,04
16	Nafisa S	142	82	56,4	144	3	3,10	212	22,62	8,11	3,02
17	Rafidia K	136	74	30,5	142	2	2,40	217	20,49	8,07	3,03
18	Rafif A	133	72	20,3	129	7	2,30	195	21,26	7,83	6,04
19	Rafi R	129	74	33,5	128	12	2,30	192	19,54	7,20	6,04
20	Shifa A	140	76	42,2	141	0	2,20	204	23,11	7,54	3,01
21	Tsaqif M	125	72	25,4	128	12	3,40	202	17,99	6,32	6,08
22	Zahra F	120	67	22	117	0	1,65	180	19,92	7,80	6,02

The mechanism of the implementation of the results of this product is done by taking test item data to find out children's sports talent from the media guide to identifying children's sports talent. After taking data through 10 sport search test items, then processed using the sport search application it was found that talents hidden by the children in SD Muhammadiyah excellent programs especially class V namely sprint running athletics, floor gymnastics, table tennis, volleyball, soccer basketball, futsal, long jump and judo. Based on the results of data retrieval in an effective media child to implement.

IV. CONCLUSION

The development of a media guide to the identification of children's sports talent based on sport search technology adopted the development model of Borg and Gall, then from the results of research, it can be concluded that:

- The media validity guidelines for the identification of children's sports talent have content and construct validity, where the media validity by the validator, the average total value of media validity is 84%, which means the media guideline for identifying children's sports talent is included in the "Valid" category.
- Based on the data of the results of the identification tests of children's sports talent carried out in the SD Muhammadiyah Flagship Program found several children who in themselves have the talent of children's sports, then the media can be said to be effective.
- From the results of practical validation data, the validator assessed that the media reported that the preliminary practices and validation of the practitioners' expertise were 90%, which means that the media for identifying children's sports talent included in the "Practical" category.
- Suggestions for further researchers, in the research development of the Media Model of the Identification of the Talent Identification of Sports-Based Sports (Sport Search) can be continued about the identification of children's sports talents that are more effective and efficient in order to achieve maximum achievement.

V. ACKNOWLEDGEMENTS

Thank you to all those who have helped this research, hopefully this development media can be useful in the world of education and sports. It is expected that teachers, trainers and parents always monitor the development of children's movements so that they can achieve the highest achievements later.

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