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Multimedia for Increasing the Learning Result of Basketball

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Abstract. This study aims to determine the increase the learning result ofbasketball using multimedia on physical education and health students in the Faculty of Teacher Training and Education. Multimedia used is based on macro flash. This research is a classroom action research aimed at determining the effectiveness of multimedia based learning macro flash. The subjects in this study were physical and health education students. Classroom action research was conducted using 2 cycles. The results of the study in cycle 1 showed that there was an increase in student learning outcomes in the first test. There were 4 students (10%) in the good category, 14 students (35%) were in enough category, and the lower

with their own individual interests, needs, and cognitive processes. The basic objective of interactive multimedia material is not so much to replace the teacher so to change the teacher's role entirely. As such, multimedia must be extremely well designed and sophisticated enough to mimic the best teacher, by combining in its design the various elements of the cognitive processes and the best quality of the technology [2]. The effectiveness of multimedia blogging was evaluated, in terms of the acquisition of knowledge of the specific basketball skills and the self-efficacy in Information and Communication Technologies (ICT), as compared to that of an equivalent multimedia website