ABSTRACT

DESIGN OF PHYSICAL EDUCATION AND SPORTS EDUCATION MEDIA APPLICATIONS IN CLASS XII STUDENTS OF SMA NEGERI 7 BANDAR LAMPUNG BASED ON ANDROID

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Physical education is a subject that trains psychomotor abilities that are taught formally in elementary school to high school. the current learning that is being carried out is still in the form of direct delivery from the teacher and coupled with the Covid-19 situation, learning at SMA Negeri 7 Bandar Lampung which should be carried out in the school environment can be done online or from home. Because this learning is done from home, students cannot interact directly with the teacher, it will be very less effective and interactive in delivering material from the teacher so that an Android-based system is needed that can help the PJOK learning process using the Design and Creation method which is a type of research to developing products in the field of information and communication technology.

The software development method used in this system is the scrum method. Where this method is carried out within a certain period of time, it is done by working on one particular module and then proceeding to the next module until it produces the desired product. The scrum method is used to explore needs more precisely and involve users directly, in this case some problems are found. The problem is that there is no application that can facilitate students and teachers in learning PJOK.

The results of this study are the implementation of the system in the field, namely being able to access learning applications, the focus here is on the functions possessed by students, these users are required to have an internet connection to access this service quickly and anywhere. Especially for students of SMA Negeri 7 Bandar Lampung where this application can run on Android-based smartphones version 5.0 and above and accessed online

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