ABSTRACT

EDUCATION MEDIA OF TECHNIQUES, RULES, AND MATCHING SYSTEMS IN BADMINTON WITH ANDROID BASED 3D VISUALIZATION

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Technological advances have changed the learning models and patterns at the moment, there are many teaching and learning systems in technological advances. One of which is technological developments in Android smartphones. It is growing rapidly in the market, especially Indonesia. We should use this media as a learning tool to improve knowledge in learning badminton techniques, with additional videos, images, and 3D visuals. It can help display objects attractively to be an attractive solution for learning badminton.

The method of this study used the Prototype method. The prototype method was an effective method for designing software. The prototype started with gathering the needs to be designed, rapid design, modeling, prototype creation, and delivery of the system to the user. Then, by using use case diagrams and activity diagrams to describe the application design. The result of this study was an application that could help in learning the rules and system of badminton competition for teenagers and the public who wanted to learn about badminton. Based on trials, this application was able to run on Android-based smartphones from version 4.4 and above. The application was distributed in the Google Play Store and accessible.

Keywords: Android, Prototype, Badminton