

Development and validation of a web-based BSPT (Basketball Skills and Performance Test) application.

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ABSTRACT

In the era of globalization, there is also a need to perform the testing process using software that can record and calculate all tests, including process-based and result-based performance, and identify the performance level of individual athletes. The purpose of this research is to develop a web/software-based basketball skill and performance testing system. This research is a type of research and development (R&D). According to Sugiyono (2015: 407), research and development methods are research methods used to produce a specific product and test the effectiveness of that product. In this research design he uses a 4D (four-dimensional) development model. The 4D model research and development model consists of four phases: definition, design, development, and dissemination (Thiagarajan, 1974: 5). The 4D development model can be adapted to 4P. Define, design, develop and deploy. The obligatory outcome of this research is the production of a scientific paper submitted to a reputable indexed international journal (WoS or Scopus), with additional results provided in the form of intellectual property rights. The results of this research are expected to achieve TKT 6, the demonstration of a system/subsystem model or prototype in a relevant environment. We surveyed the opinions of 10 experts. Rating characteristics were analyzed using the Aiken formula, and reliability was estimated using Cronbach's alpha and intraclass correlation coefficient (ICC). The findings were determined as follows: The V-Aiken index of each item in each instrument is $0.79 > 0.70$, which can be interpreted as all items in this instrument are valid. Cronbach's alpha results showed values of $0.723 > 0.60$. It can be concluded that the test equipment developed in this study is reliable. This application needs to be tested more extensively to get suggestions for improving this system

Kata Kunci: application, basketball, instrumen