

Development of Media-Based Training 3GS (Triple Game Set); monopoly, snakes and ladders and fencing puzzle, In Character Education Efforts In Beginner Athletes Cadets and Cadet in Daerah Istimewa Yogyakarta

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ABSTRACT

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Background: Media training is a medium that contains and carries an element or information and media in education can be a character education to the recipient is a child or player. With this training media can facilitate students or athletes in understanding a thing and makes an element of attraction for students or athletes to get to know and play.

Purpose: First, implementation / supply Development of Media-Based Training 3GS (Triple Game Set); monopoly, snakes and ladders and puzzle fencing, In Effort Character Education In Athletes Cadets Beginners and Cadet in Daerah Istimewa Yogyakarta, and the second is that it can be a reference for the whole community fencing in Indonesia as an alternative model of training for athletes, especially the level of cadet beginners and cadets in fencing ..

Special Target: Development of Media-Based Training 3GS (Triple Game Set); monopoly, snakes and ladders and fencing puzzle, In Character Education Efforts In Beginner Athletes Cadets and Cadets in Yogyakarta was developed in order to introduce one media training so that athletes do not experience boredom as well as an additional reference to the activities students can channel his pleasure with aktivitas- positive activities, which is monitored and controlled so that students can also hobby with positive activities, other than that the product was tested for feasibility with stakeholders and will be revised in accordance with inputs from the stakeholders. The results of the research can be embodied into scientific articles published in the national and international scientific journals or presented at national and international seminars.

Methods: The method of research and development is the research methods used to produce a particular product, and test the effectiveness of these products (Sugiyono, 2011: 297). Products produced in the form of Media-Based Training 3GS (Triple Game Set); monopoly, snakes and ladders and fencing puzzle, In Character Education Efforts In Beginner Athletes Cadets and Cadets in Yogyakarta. Research development of so-called development-based research is research that is being improved in solving practical problems in the world of research, education and training primarily penelitian.

Results: The results of this research is a prototype of Media-Based Training 3GS (Triple Game Set); monopoly, snakes and ladders and fencing puzzle, In Character Education Efforts In Beginner Athletes Cadets and Cadets in Yogyakarta.

Kata Kunci: *Keywords: Development, Model, Media Training, Fencing.*