

# Development of Learning Media “ Stop Motion Technique Gymnastic Floor On Smartphone

by Ch Fajar Sriwahyuniati<sup>1</sup>, Endang Rini Sukanti<sup>2</sup>, Sri Mawarti<sup>3</sup>, Ratna Budiarti<sup>4</sup>

## ABSTRACT

**This study was designed to assess** gymnastics is a gymnastics exercises performed in software, the elements of motion consisting of rolling, jumping, jumping, spinning in the air, resting by hand or foot to maintain balance when jumping forward or backward. Gymnastics floor is one of the disciplines of sports artistic gymnastics. In the process of training the presence of instructional media has a great role for trainers and for athletes. Learning media has an intermediary role in delivering messages from trainers to athletes. The study of learning media development is in the form of "stop motion motion technique base gymnastics floor on smartphone. The purpose of this research is to produce a software product of learning media stop motion technique of floor gymnastic on smartphone. Stop motion learning media software contains learning process related to the floor gymnastic designed concept with an interesting layout, so the learning process becomes not boring. Research method used in this research is R & D (research and development). The results showed: Development of Learning Media "Stop Motion Technique of Gymnastics Floor on Smartphone through preliminary study, product planning, expert validation, revision, small group trial and trial. Equency of stop motion by category apply 90% (feasible) and media expert 87.50% (feasible) Based on field trials of media experts 90.00% (feasible), and experts. Thus 100 % (feasible) the learning media stop motion technique gymnastics can be used as a medium of learning..

Kata Kunci: *Learning, Stop Motion, Gymnation*