

DEVELOPMENT OF COACHING GAMES FOR UPGRADING PERFORMANCE MODEL (CGFU-PM); NEW PARADIGM FOR INDUSTRIAL EDUCATION 4.0

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ABSTRACT

The development of Sports Coaching in Indonesia has seen progress. Various studies on the results of research aimed at enhancing capabilities that lead to achievement continue to emerge, both in the dimensions of increasing physical abilities, techniques, tactics, mentality and various training model innovations aimed at multilateral development with a touch of technology to face the industrial era 4.0. but until now the use of technological innovations is still not optimized in the training process. Conventional training models for introducing sports to early childhood that have been carried out until now are still monotonous, and have not yet received special attention from sports experts. This study aims to produce a game innovation model that is packaged in a structured stage. The research method uses a research and development approach with the design of borg and gall. In this study will be completed until the stage of product design development. Data were analyzed by qualitative and quantitative approaches. The results of the study show that an innovative model of play product that has been named the Coaching Games for Upgrading Performance Model 515 (CGFU-PM515) is one of the new paradigm innovations of the training model in the industrial era 4.0 that is currently running. This CGFU-PM515 emerged along with the development of the concept of physical education learning with a play approach called teaching Games for Understanding (TGfU) which in the process was explained in six stages, namely: 1). Students do games, 2). game appreciation, 3). Tactical Awareness, 4). Making appreciate Decision that contains what will be done? and how to do it ?, 5). Skills executions, and 6). Performance. Whereas the CGFU-PM515 concept is introduced with four stages, namely: 1). Innovation Games; 2). Natural Games Action; 3). Coaching Approach; 4). Assessment of Performance & Skill. From these four stages, the approach to the development of sports coaching is carried out and is deemed feasible to use. In CGFU-PM515 this gives the opportunity for coaches to innovate in pouring their creativity into composing games that are easy, inexpensive, fun, achieving the desired goals and always ending by measuring changes in the ability of the children to train. CGFU-PM 515 is one of the solutions to a creative, innovative, not boring, and futuristic training model by utilizing the development of information technology for education.

Kata Kunci: *CGFU-PM, Innovation, Coaching Science, Industrial era.*